YOUR SINCLAIR

The Best* Spectrum Mag In The World

*probably

MARCH 1989 NUMBER 39

£1.60 With Full Price Game

SCOOP PREVIEW! NAVY MOVES

First Spectrum Screens!



THE NEW SPECTRUM?.. *It's SAMsational!*

INCREDIBLE *YS* SMASH TAPE!

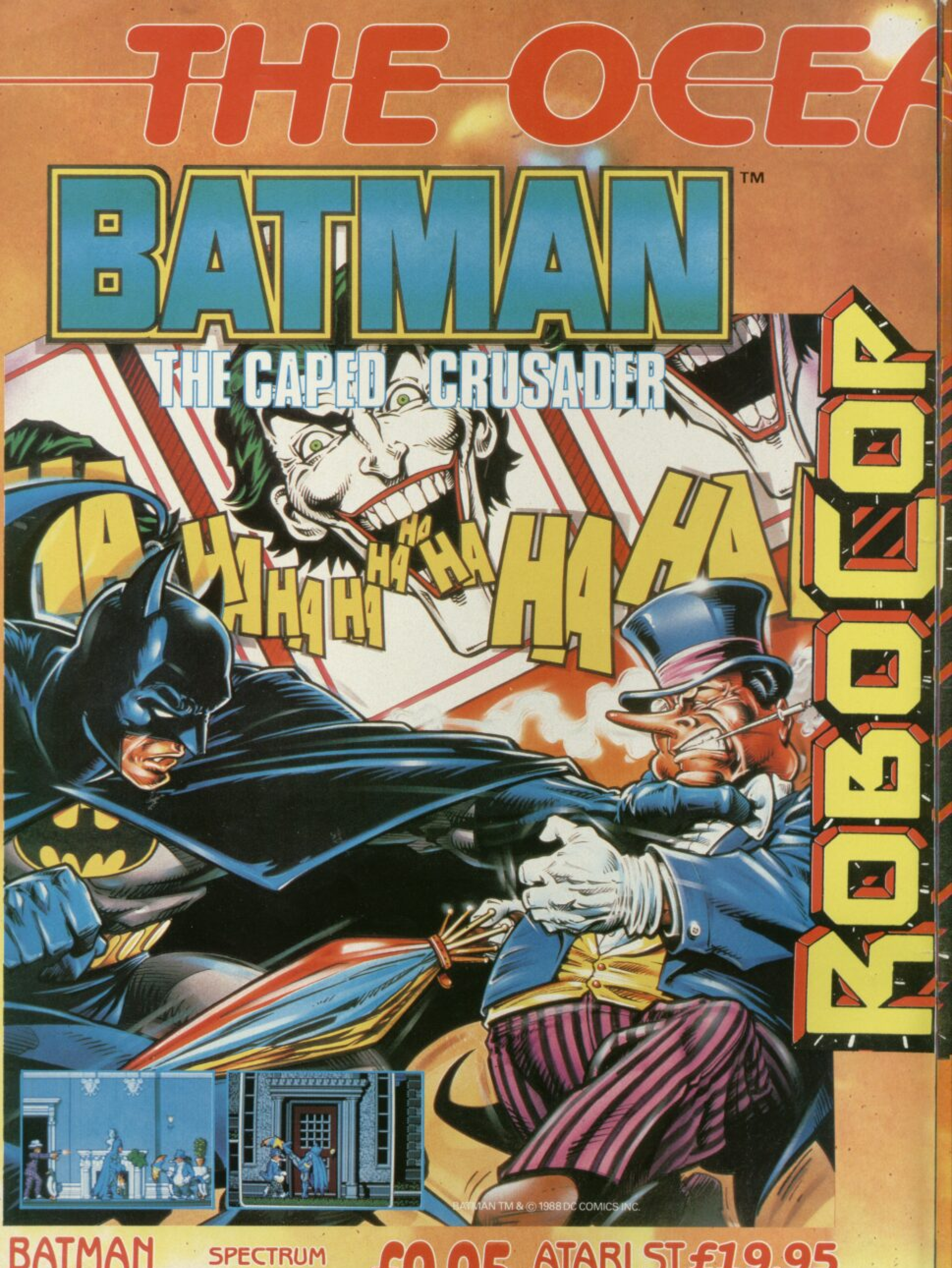
ARMY MOVES & NAVY MOVES

don't stand gawping- rush up to the counter and grab your missing *YS* tape!

WIN! A RUBBER WET SUIT (oo-er), AN ELECTRIC GUITAR, A POCKET COLOUR TV AND STACKS OF GAMES!

WEC LE MANS, PACLAND, LAST DUEL, DYNAMIC DUO, CAPTAIN BLOOD, HEROES OF THE LANCE, LED STORM, OBLITERATOR, WHO DO *YOU* FANCY? FIND OUT INSIDE!

FULL COLOUR MAP OF *LAST NINJA II*



BATMAN
ROBOCOP
SPECTRUM
AMSTRAD
COMMODORE
£9.95
ATARI ST £19.95
AMIGA £24.95


AN FORCE
OPERATION WOLF
TAITO
COIN-OP
ocean
OPERATION WOLF
SPECTRUM AMSTRAD ATARI ST CBM AMIGA
£8.95 £9.95 £19.95 £24.95
SPECTRUM COMMODORE ATARI ST CBM AMIGA

CONTENTS

YOUR SINCLAIR

EDITOR Teresa Maughan
PUBLISHER Terry Grimwood
SUBSCRIPTIONS June Smith 01-580 8908 (2.30-5.30pm only)
ADVERTISEMENT ENQUIRIES Simon Stansfield Stephen Bloy
All departments 01-631 1433
***Your Sinclair* Dennis Publishing Ltd., 14 Rathbone Place, London W1P 1DE.**

A Dennis Publication

Cover Illustration: Peter Kesteven

ONLY A NEUTERED MARMOSET WOULD MISS THE APRIL ISSUE – CUTTING A DASH AT YOUR NEWSAGENTS FROM 16TH MARCH!

BARGAIN SOFTWARE

60 BOSTON ROAD, LONDON W7 3TR

Other branches — 309 Goldhawk Road, London W12 8EZ
18 Market Square, Leighton Buzzard, Beds
(OPEN 7 DAYS 10 am-8 pm)

FREE GAMES WITH SELECTED ORDERS

BUY BY PHONE
01 741 1222
01-995 3652
0525 371884

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be the current issue). Price Promise does not apply to other companies "Special Offers".

ENQUIRIES
01-567 7621

	RRP	OUR PRICE
1943 BATTLE OF MIDWAY: Highly acclaimed sequel to 1942	8.99	7.25
4 SOCCER: The best 4 player soccer game ever	8.99	6.50
AIRBOURNE RANGE: A fast-paced action-simulation	9.95	6.99
ARKANOID II: REVENUE OF DOH: Can it extracts its revenge	7.95	4.99
ARKANOID: Frantic action + split-second timing	7.95	3.99
ARMY MOVES: Target, Nuclear device, attack, Infiltrate, Destroy	7.95	3.99
AVENGER: The ultimate arcade ninja adventure	9.95	2.99
BATMAN THE CAPED CRUSADER: This is brilliant	9.99	6.99
BOMBJACK + COMMANDO + AIRWOLF + FRANK BRUNO'S BOX	9.95	6.50
BOMBJACK II + FREE GAME BOMBJACK	7.95	4.99
BRUCE LEE + KNIGHT LORE + MATCH DAY + MATCH POINT	9.95	4.99
CAPTAIN BLOOD: Mould-breaking French arcade adventure	9.95	6.99
CARRIER COMMAND: One of the best strategic simulations	9.95	6.99
CAULDRON II + QUAZATRON + SF COBRA + DANDY + ALIEN H/WAY	9.95	4.99

OPERATION WOLF & FREE GAME* ONLY £5.99
RAMBO III & FREE GAME* ONLY £6.25
EMPIRE STRIKES BACK & FREE GAME* ONLY £5.99

	RRP	OUR PRICE
COMBAT SCHOOL: Enlist in the USA's finest	7.99	4.50
CROSSWIZE: MAYDAY! MAYDAY! Please assist	7.99	2.99
DANDY: Massive arcade adventure	9.99	3.99
DRAGON NINJA: Follow the fortunes of two bad dudes	8.99	6.50
DRAGON'S LAIR: If he could survive, if he could reach the lair	9.95	2.99
DRAGON'S LAIR II: More screens from the arcade classic	9.99	2.99
DRILLER: Graphics like you've never seen before	14,95	5.99
EARTHLIGHT: It's not easy being an arcturan pilot	7.95	3.99
EDDIE KIDD'S JUMP CHALLENGE: Defy danger + gravity	7.99	1.99
EMPIRE STRIKES BACK: Non-stop action of the movie	9.95	5.99
ENLIGHTENMENT (DRUID II): Do you possess the power?	7.99	3.99
F'BALL DIRECTOR II (128K) 170K of Pure Strategy	19.99	13.99
F-16: For the first time, this is for real	14.95	9.99
FEDERATION OF FREE TRADERS: Become a galatic wheeler dealer	8.99	6.50
FIGHTER PILOT + RAMBO + KUNG FU MASTER + GHOSTBUSTERS	9.95	4.99

PLATOON & FREE GAME* ONLY £6.50
GUERILLA WAR & FREE GAME* ONLY £5.99
DALEY'S OLYMPIC CH. & FREE GAME* ONLY £6.99

	RRP	OUR PRICE
FIREFLY: Super action game by SPECIAL F, X	7.95	3.99
FOOTBALL DIRECTOR: You'll be over the moon with this one	8.99	6.50
FOOTBALL MANAGER II: No. 1 top 10 game of the year	9.99	5.99
FRIGHTMARE: From beyond your darkest dreams	8.95	3.99
LINEKER'S HOT-SHOTS: Play in a full-scale 11-a-side	7.99	6.25
GAME OVER: Use your skill to destroy the Empire	7.95	3.99
GLADIATOR 128K An S.U. classic, Dare you fight	10.99	4.99
GOTHIC: Throw down the Gauntlet against 16 hideous monsters	7.99	2.99
GREEN BERET + MIKIE + YIE AR KUNG FU + Hyper Sport + Ping Pong	9.95	4.99
GRYZOR: Split-second timing + nerves of steel a must	7.95	3.99
GUERILLA WAR: Freedom is your aim, Guerilla War is the means	8.95	5.99
GUNSHIP: Award winning attack helicopter simulation	9.99	6.99
GUTZ: Nightmare a dream come true	7.95	2.99
GYRON: "A serious contender for the game of the year award"	9.95	2.99
H.A.T.E.: You'll love H.A.T.E	7.99	6.50

RETURN OF THE JEDI & FREE GAME* ONLY £6.99
ROBO COP & FREE GAME* ONLY £6.50
TYPHOON & FREE GAME* ONLY £5.50

	RRP	OUR PRICE
HEARTLAND: One of the finest games of the decade	9.95	2.99
E. HUGHES INTER. SOCCER: Quite simply the best football sim	9.99	6.99
HUMAN KILLING MACHINE: Sequel to Street Fighter	8.95	6.99
HYPABALL: "The greatest game in the universe"	9.95	1.99
I OF THE MASK: Welcome to the space trials on planet newgama	8.99	1.99
I. Botham's Test Match + Superfile	10.99	1.99

ALL 20 GAMES ONLY £6.50

GHOSTBUSTERS	WAY OF THE EXPLODING FIST
FA CUP FOOTBALL	DAN DARE
AGENT X2	FORMULA ONE SIMULATOR
KANE	BRIAN JACKS SUPERSTAR CHALL.
LA SWAT	TAU-CETI
NINJA MONSTER	I-BALL
RASPUTIN	PARK PATROL
OMIE & LISA	THRUST
RICOCHETT	HARVEY HEADBANGER
ZOLYX	WAR CARS

GAME SET & MATCH
Only £8.99
Featuring: WORLD SERIES BASKETBALL + MATCH POINT + JB SQUASH + SNOOKER + PING PONG + HYPER SPORTS + SUPER SOCCER + B McG. BOXING + BASKETBALL + DALEY'S SUPERTESTS

GAME SET & MATCH II
Only £8.99
MATCH DAY II & I + BOTHAMS + BASKET MASTER + TRAK & FIELD + SUPER HANG ON + N. FLADO'S GOLF + S. DAVIS SNOOKER + WINTER OLYMPIAD '88 + SUPERBOWL

GIANTS
Only £11.50
GAUNTLET II + ROLLING THUNDER + CALIFORNIA GAMES + 720° + OUT RUN

LIVE AMMO
Only £6.99
GREAT ESCAPE + TOP GUN + GREEN BERET + RAMBO + ARMY MOVES

KONAMI ARCADE COLLECTION
Only £6.99
JAIL BREAK + GREEN BERET + YIE AR KUNG FU + PING PONG + YIE AR KUNG FU II + MIKIE + JACKAL + NEMESIS + SHAO-LINS + HYPER SPORTS

MEGA HITS
Only £5.50
3D STARSTRIKE + BLUE THUNDER + WHEELIE + SON OF BLAGGER + PSYTRON + FALL GUY + AUTOMANIA + BUGABOO + BLADE ALLEY + PENETRATOR

THE IN CROWD
Only £9.99
KARNOV + GRYZOR + BARBARIAN + CRAZY CARS + PREDATOR + COMBAT SCHOOL + PLATOON + TARGET RENEGADE

MAGNIFICENT 7
Only £6.99
HEAD OVER HEELS + COBRA + SHORT CIRCUIT + FRANKIE + ARKANOID + WIZBALL + GREAT ESCAPE

TAITO COIN OP
Only £9.99
RASTAN + FLYING SHARK + ARKANOID + ARKANOID II + SLAP FIGHT + BUBBLE BOBBLE + ARKANOID + RENEGADE + LEGEND OF KAGE

COMPUTER HITS 4
Only £6.50
PULSATOR + CITY SLICKER + REVOLUTION + STARQUAKE + DEACTIVATORS + ANTIRIAD + BRIDE OF FRANKENSTEIN + UCHIMATA + PYRA CURSE + CONTACT SAME CRUISE + SPINDIZZY + DANDY

SUPREME CHALLENGE
Only £6.99
SENTINEL + STAR GLIDER + ACE II + ELITE + TETRIS
STAR BUY

WE ARE THE CHAMPS
Only £6.99
SUPERSPRINT + RENEGADE + RAMPAGE + IK + BARBARIAN

TEN GREAT GAMES 3
Only £8.99
10th GRAME, FIRELOAD, RUNARAMA, FIGHTER PILOT, LEADERBOARD, ROCCO, SURVIVOR, IMPOSSABALL, CITY SLICKER, DRAGONLORE

COMPUTER HITS VOL.5
Only £6.50
DARK SCEPTRE, TARZAN, MEGA-APOCALYPSE, MAGNETRON, TRAZ, MYSTERY OF THE NIGHT, NINJA HAMPSTER, CATCH 23, FRIGHTMARE, DRUID 2

	RRP	OUR PRICE
INCREDIBLE SHRINKING SPHERE: Win a Tony Robot!	9.99	6.99
KIDS & KEYS: Keyboard Skills Builder	9.95	3.99
KING ARTHUR'S QUEST: Challenge the mystical three dimensional world of Camelot	9.99	3.99
LEADERBOARD + L'BOARD TOUR + WORLD CLASS L'BOARD	14.99	11.99
LEADERBOARD: Sports simulation of the year	9.95	3.99
LEDSTORM: Burning up the street	8.99	6.99
LIVING DAYLIGHTS: Now go ahead and join BOND on the edge	9.99	3.99
MEAN STREAK: Only one ruler of the highway, YOU	8.99	3.99
MICROPROSE SOCCER: It's fun, fast, exciting and addictive	9.95	6.99
MS PAC-MAN: PAC-MAN becomes a feminist	7.99	1.99
MUNSTERS: Horribly good software	9.99	6.99
NOT A PENNY MORE + FREE BOOK: Ad adventure without goblins	14.95	4.99
PAPERBOY + BATTLESHIPS + BOMBJACK II + GHOSTS + GOBLINS	9.95	6.50

SUPREME CHALLENGE & FREE GAME* ONLY £6.99
COMPUTER HIT 4 & FREE GAME* ONLY £6.50
THREE IN CROWD & FREE GAME* ONLY £9.99

	RRP	OUR PRICE
PITFALL II: A call from CRANE a call to danger	7.99	1.99
POLE POSITION: Play the arcade classic in your own home	7.99	1.99
PRODIGY: Compassion, guts & intelligence	8.99	3.99
RASTAN: Is it more than you can handle	7.95	4.50
RENEGADE: Rebel without a cause. But you know that	7.95	4.50
ROAD BLASTERS: Race car shoot 'em up	8.99	7.25
ROAD RUNNER: has he been finally trapped?	8.95	4.99
ROCK 'N' WRESTLE: A game to be played time & time again	8.95	2.99
RUN FOR GOLD: You'll need skill as well as guts	9.95	4.99
SABRE WULF + DALEY'S DECATH. + JET SET WILLY + BEACH HEAD	9.95	3.99
SABOTEUR II + THANATOS + DEEPSTRIKE + SIGMA 7	9.95	6.50
SANXION: When the empire invaded	8.99	6.50
SAVAGE: Looks Brill, sounds Brill, is Brill	8.95	6.50
SKATEBALL: Great game, very addictive	8.99	6.50
SNOWBALL + RETURN TO EDEN + WORM IN PARADISE	14.95	5.99

SAVAGE & FREE GAME* ONLY £6.50
THUNDER BLADE & FREE GAME* ONLY £7.25
R TYPE & FREE GAME* ONLY £7.45

	RRP	OUR PRICE
SPITTING IMAGES: Would THATCHER see the joke	9.99	4.99
STAR WARS: The original in the series	9.95	4.99
TARGET RENEGADE: Fast, exciting and top notch	7.95	4.99
TETRIS: "What we have is one of the all-time computer classics"	9.99	2.99
THE GAMES SUMMER EDITN.: 8 more events in THE GAMES EDITN	9.99	8.25
THUNDER BLADE: Meanest fighting machine ever	8.99	7.25
TIGER ROAD: Absolute Coin-Op Power	8.99	7.25
TOTAL ECLIPSE: BIGGEST and GRESTEST FREESCAPE yet	9.95	6.99
TOY BIZZARE: A night in the automated toy works	7.99	0.75
TRACKSUIT MANAGER: Classic managerial game for your speccy	9.99	6.99
VINDICATOR: One man must face the final enemy	7.95	4.99
WAR IN MIDDLE EARTH: 3 vol of Tolkien's Trilogy	9.95	6.99
WEC LE MAN: Not a game — the ultimate driving experience	8.95	6.50
WEST BANK: Law of the West is still the law of the gun	7.95	3.99

AFTER BURNER & FREE GAME* ONLY £7.45
DOUBLE DRAGON & FREE GAME* ONLY £6.99
LAST NINJA 2 FREE GAME* ONLY £10.50

	RRP	OUR PRICE
WIZBALL: Stunning graphics create a mood for a thrilling game	7.95	3.99
WORLD CLASS LEADERBOARD: Ultimate golf challenge	9.95	4.99
YOGI BEAR: The bear that's smarter than average	9.95	3.99
ZENJI: Sense the right move & trust your intuition	8.99	0.75

BARGAIN ORDER FORM (YS/03/89)

Please send the following titles. BLOCK capitals please!

Type of computer	Amount
50 page catalogue @ 50p	
Total enclosed £	

Name________________

Address________________

Tel. No.________________

Please make cheques or postal orders payable to **Bargain Software**
Prices include P&P within the UK. Europe please add £1.00 per tape.
Elsewhere please add £1.50 extra per tape

VISA

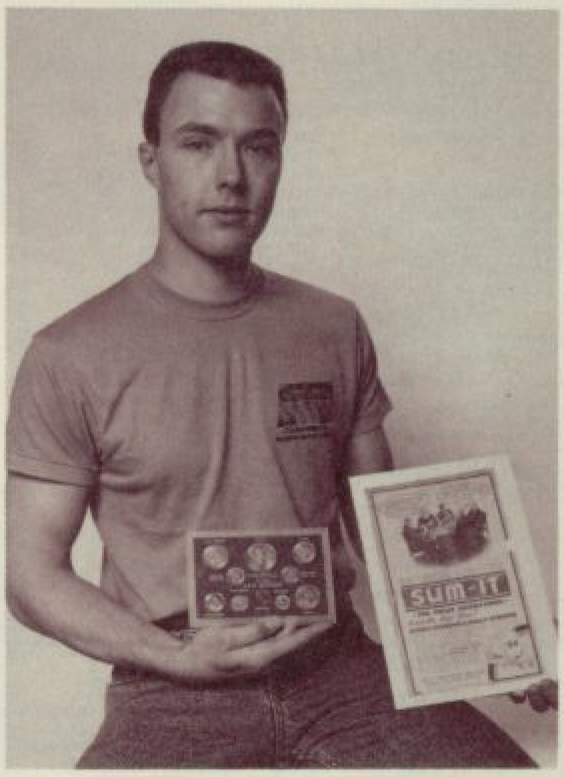
*** Free game is one of our choice.**

Combien des Valentines cards did vous receivez this year? Neuf? Huit? Cinq? Deux? Zut. Never mind though, there's plus d'enough romance dans cette pages to go around, so sittez back and broodez on l'amour courtesy of

pssst

D'ODGY D'ARGENT

Summit Software (which was named after a card game invented by the father of its boss, Roger Hulley) has recently announced the winner of a competition held last year. Contestants had to work out how much the retail price of Summit games (£2.99) would equate to in 'old money' (that crap currency that added up to 143 pence in the pound, or something). The clever winner was Alan Clark from Camberwell, who won a set of mint condition £sd coins. "It was the luckiest day of my life" said Alan. We at *YS* tried to work out the answer to the competition – our answer? 309 florins, a sovereign, thruppence ha-penny and three farthings.



SPOOK 'FACTS' DE L'AMOUR

Spook 'Fact' De L'Amour Un: After a male and a female Praying Mantis have finished having 'rumpy pumpy', the male Praying Mantis doesn't get a chance to lay back and light up a cigarette. The wisest thing for him to do is to scarper blimmin' quick, cos female Praying Mantises have a habit of grabbing and devouring their 'partner' at precisely this sublime moment. Ooh la la!

Spook 'Fact' De L'Amour Deux: Chang and Eng Bunker were a pair of Chinese Siamese twins (they were joined together by a cartilaginous band at the chest) and in April, 1843, they married Sarah and Adelaide Yates of North Carolina who were also siblings. With Sarah and Adelaide, Chang and Eng fathered 22 children before popping their socks in 1874. How they managed it is best left to the imagination. Ooh la la!

Spook 'Fact' De L'Amour Trois: As Sir Walter Raleigh was having his bonce lopped off, he probably thought to himself something along the lines of "Ho hum, I've had a fairly good innings but now I'm in for a jolly good rest." How wrong he was – for no sooner had his head landed in the basket, than his loving wife had fished it out and crammed it into her hand-bag (next to the compartment where she kept her Handy Andies). She carried it with her until the end of her days. Ooh la la!

Spook 'Fact' De L'Amour Quatre: Frederic March III is a film director, and film directors often fall in love with actresses. Tuesday Weld is an actress. So, if they 'got it together' and married, she would be called Tuesday March The Third. Ooh la la!

COMICS CHART

1 ***Batman Death In The Family*** **(DC)**
2 ***Black Orchid*** **(DC)**
3 ***V For Vendetta*** **(DC)**
4 ***The Prisoner*** **(DC)**
5 ***X-Men/X-Factor*** **(Marvel)**
6 ***Excalibur*** **(Marvel)**
7 ***Aliens*** **(Dark Horse)**
8 ***Hellblazer*** **(DC)**
9 ***Daredevil*** **(Marvel)**
10 ***Swamp Thing*** **(DC)**

Chart compiled by Dave Tarafder of Virgin Comics

Another lively month in the old comix world! And an improved chart, it seems, as Dave and chums at Virgin Comics have just installed a new computerised system for calculating the sales. So it's out the window with the old bit of paper with the ticks on!

Things have finally settled down after the Christmas apathy, and *Batman* is STILL outselling every zine on the streets at the moment. The death of Robin the Boy Wonder is still tearing hearts out at the tills. In second slot, the *Black Orchid* graphic novel style mini series plows on. This is a very class act, and I'd catch it if I were you. There's more artwork in this 'zine than in the Louvre. (Interesting fact *(Sez who? Ed)* To see every picture in the Louvre in Paris, pausing for 30 secs before each, would take four months!) I love this mag, and my money says it'll be top next month. Alan Moore's *V For Vendetta* storms on apace, and there's no stopping the subversive tyke. Moore is really pushing his luck with all the mags he works on, and good job too. You may live to see comics become a political issue!

Okay, quick! Lose the soapbox and check out the number eight slot. Yup, *Hellblazer* is still there, and there's a good reason for this. It's a ballsy, hi-fi, sci-fi, spooky, voodoo 'zine, and there ain't nothing like it. John Constantine has joined a peace convoy in the West Country and is being pursued for murder. Good start for a story, wish I'd written it. Everybody and his mum is buying the *Inferno* crossover comics, that's *X-Men* and *X-Factor* plus the *New Mutants*. This is a brilliant story, but I'm not going to understand what's really going on till it's over. Sheesh. Get a few participating comics and sort it out for yerself!



Bubbling under? I asked Dave what his fave bubbling unders were this month and he was quite emphatic. *The Gumby Winter Special*, if only for the artwork which is "very special", the *Invasion* (DC's crossover) stories, *Iron Man's* current run, and *Miracle Man* issue 15 is brilliant. Also check out the latest comics from *Viz Comics* in Japan. (Not to be confused with the rude English jobby).

Phil South (Comix Ed)

CHUCK UP



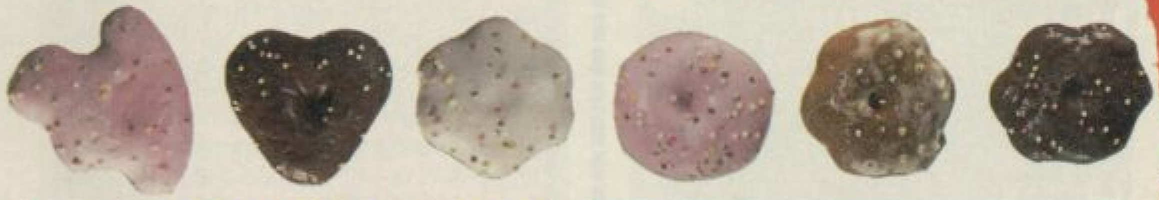
TOP 10

FULL PRICE GAMEZ

This Month	Last Month	Game/Publisher
1	(NE)	***Afterburner***/Activision
2	(NE)	***Operation Wolf***/Ocean
3	(NE)	***Thunderblade-***/US Gold
4	(NE)	***Batman***/Ocean
5	(NE)	***Double Dragon***/Melbourne House
6	(NE)	***R-Type***/Activision
7	(8)	***Guerilla Wars***/Ocean
8	(NE)	***Rambo III***/Ocean
9	(NE)	***Pacmania***/Grandslam
10	(NE)	***Last Ninja II***/System 3

BUDGET GAMEZ

This Month	Last Month	Game/Publisher
1	(1)	***Joe Blade 2***/Players
2	(1)	***Bombjack***/Encore
3	(4)	***Commando***/Encore
4	(3)	***Footballer Of The Year***/Kixx
5	(NE)	***Ace 2***/Cascade
6	(6)	***Gauntlet***/Kixx
7	(NE)	***Stunt Bike Simulator***/Firebird
8	(NE)	***Biggles***/Firebird
9	(NE)	***European Five A Side***/Firebird
10	(NE)	***Combat Lynx***/Encore



READER'S CHART



TOP TEN FURRY THINGS

1) The *Country Practice* wombat
2) Bungle the bear
3) The fridge vegetable draw
4) Car seat covers in Ford Capris
5) Badgers
6) Unwell people's tongues
7) Peter Sellers' shoulders
8) Sheep
9) The bit surrounding Prince Edward's bald patch
10) The *Country Practice* wombat (again).

Top ten furry things was brought to you by **Nicholas Dale** of Clwyd. Come on chums, get those charts into *Pssst*. You'll win yourself a furry, erm, shiny new *YS* badge.

Oh dear, General 'Chuck' Yeager seems to be having difficulty fitting his crash helmet over his head, which isn't surprising really, seeing as he's got a scale model of the Space Shuttle growing out of it. Anyway, the news is out that *Chuck Yeager's Advanced Flight Trainer* is due out on the Spectrum. Those in the know will have heard that it was one of the best flight simulators to hit the C64, those not in the know, erm, won't. There are 14 different aircraft to choose from and more flying options than you could sellotape to a stick and poke Brian Trubshaw* in the eye with. It promises to be something of a corkerooni, so keep 'em peeled.

*Brian Trubshaw was Captain of the first Concorde.

Did We Win? Ptui!!



Remember our recent *Spitting Image* compo, in which the winner would get to go along to Limehouse Studios and partake in a further competition with winners from other mags to see who could do the best impression of a well known character? No? Oh well, forget it then. *(Tell them, or you're fired. Ed)*. Erm, well, our Dep Ed Matt Bielby accompanied the *YS* finalist, Darren Biddle, who did an impression of Constable Dimbleby (the violent copper from the series). Did Darren win the Grand Final? Did he sausage! The shame of the entire *YS* readership hangs from his shoulders.

Tzers

• Grandslam's latest football game licence, tentatively entitled *Liverpool — The Computer Game*, may have run into a 'spot of bother.' It seems that Grandslam has made the rather embarassing error of signing up the team players association without getting the approval of Liverpool F.C. itself — so it won't be able to use the team name 'Liverpool'. That licence is held by Scunthorpe based budget house Video Images, so it's possible we will see two Liverpool games in the near future, with only the cheapy actually called *Liverpool*.

• Latest Tengen licence to be converted by Domark will be *Toobin'*, an arcade hit based around the rather unlikely and slightly dangerous sport of skimming down streams supported only by a car tyre inner tube. Oo-er. Rivers in this country are a mite colder than they are in the States which may explain why the pastime hasn't become 'big' over here — yet!

• We all know the third Indianna Jones film *'The Last Crusade'* will be a massive box-office smasheroonie later this year. So US Gold/Epyx has every right to expect big things of its forthcoming computer conversion of the film which stars Sean Connery opposite Harrison Ford. US Gold also has the licence to the *Nightmare On Elm Street* series of films. Eeek!

• Following the mega-success of *Renegade* and *Target Renegade*, Ocean has *Renegade III* lined up and ready to run. But will the original *Renegade* miraculously rise from the dead to do battle with organised crime, or will his younger brother from the second game return? Or maybe we'll get the third cousin once removed this time... *(Shut up. Ed)*

• Another goodie coming soon from US Gold is *Ghosts And Ghouls*, a coin-op beat, hack and shoot 'em up featuring loads of monsters ranging from dragons to a giant Egyptian(?) There'll also be some so called 'Zenny' coins which can be picked up along the way and spent to buy 'bigger weapons' (Oo-er) at stores that appear along the way rather in the fashion of the Shopkeeper in Mr. Ben. What a civilized game.

• Take a 'popular' TV show like, say, BBC1's new action quiz *Run The Gauntlet*, mix it with a popular software house like Ocean, and what have you got? A newie for Easter where you race around the world by bike, horse, foot and any other conceivable form of transport. Oooh.

• New 16 bit sensation *Purple Saturn Day* is coming to the Spectrum any day now. At £9.95 cassette/£14.95 disk it's unusual for a French game in that it's pure arcade action, set around four sporting events held on the moons of Saturn. For more on 'wild and wacky' publishers Exxos see the *Captain Blood* feature this ish...



pssst

10 *Motormouth/ Weird Dreams* T-Shirts to be bagged.

COMPO!

Seen *Motormouth* recently? Then you'll have seen the bit where contestants play that bizarre Atari ST game, *Weird Dreams*. The eventual *Motormouth* winners win themselves a weekend in Egypt, and get to fly there by Concorde.

Well, we can top that: the winners of our competition can each win a *Motormouth/Weird Dreams* T-shirt.

Read the following 'dream sequence' through very carefully and decide what kind of dream it is, then fill in the coupon, stick it onto Sigmund Freud (or a postcard) and send it to Blimey There Are Some Rum Goings On Under The Briny, Pinch Me Quick (Oo-er) Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ.

Entries received after 31st March will be rendered unconscious.

"Oh no, Jacques Cousteau is heading towards me with a primed spear-gun. I cannot move – my legs have gone all wibbly. Oh no, 'Jacques' is closing fast – his flippers have become a vicious blur. Yaaaarrghh!"

I'm not dozy: the sleeping person in question is in the middle of a

....**dream**

Name ....

Address ....

.... **'Zip' code** ....

adventure gamez

This Month	Last Month	Game/Publisher
1	(1)	***Colour Of Magic***/Alternative
2	(NE)	***Ingrid's Back***/Level 9
3	(2)	***Time And Magic***/Mandarin
4	(NE)	***Excalibur***/Alternative
5	(3)	***Lancelot***/Mandarin

Whassat POKE Say?

A few of you have written in saying that you couldn't quite make out a couple of the lines of the Multiload POKE in *Program Pitstop* (Ish 38). The reason they were so hazy is that they were trying to escape from the spooky countenance of David 'I don't look like this honestly' Fab Macca McCandless. Well, we've managed to track them down to where they were hiding in the basement – and here they are:

```
7000 LET N=T
7010 LET P=7: LET I=0: GO SUB 7510
7020 IF INKEY$="Q" THEN GO SUB 7500: LET
N=N-2: IF N<1 THEN LET N=B
```

Look out for more scarey pictures of David in forthcoming issues.

UNCLE CLIVE'S TASTY TREAT!

Coooorr!! Uncle 'Sir' Clive Sinclair's gorn and pulled himself a birrova Valentine cracker. Namely luscious curvy Bernadette Tynan (22) – who as you can see has the trimmest waist in the Northern Hemisphere. Beautiful 'Bernie' met Sir Clive (48) at a meeting at the headquarters of Mensa, the high IQ society he runs. Whether she was the girl who popped out of the cake or actually has the brains of Einstein is unclear (as is whether her first words were 'Is that a Z88 in your pocket or are you just pleased – *Stop that! Ed*), but one thing's for sure, and that's their plan to get 'hitched' in June. Expect a wedding procession of C5's.





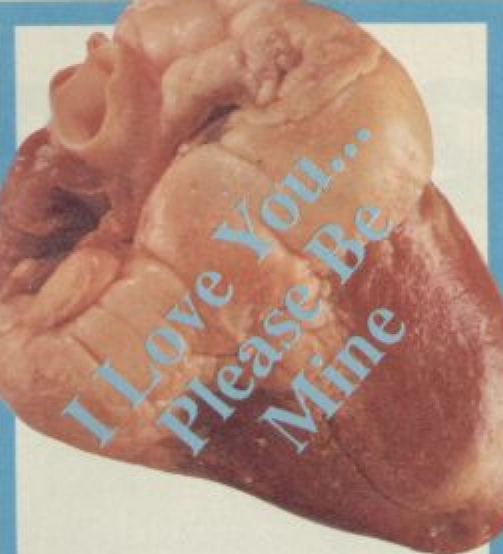
TRAINSPOTTERS THROUGH HISTORY

A Series In Conversation With Some Of The Worlds Greatest Trainspotters.

No. 88 (again!) Christopher Biggins



Whooo. Well slap my wrists and pinch my thigh, I'm a jolly little fellow with ridiculous glasses – my name's Chris, but you can call me Biggins. Remember *On Safari?* No, of course you don't, but it was my televisual debut – a sort of quiz show in the childrens TV slot (and the score-girl was Gillian Taylforth: Cath from *EastEnders*). Everyone had to leap around in gunge, and I got to camp it up something awful. I'm a right old pantomine dame, I am, slap my wrists and pinch my bottom (no don't, I'll love it) – you can catch me any winter season at Cleethorpes, playing one of the ugly sisters to Cheryl Baker's Cinderella. Oooh, what a lovely girl she is, but she's not half as cuddly as me, is she darlings? I'm really cuddly, a roly-poly luvvy-duvvy piece of pink sponge – that's me. All warm at the edges. Oooh, there I go again. Now where was I? Ah yes, trainspotting – that takes me back. Back to my schooldays – do you know what they used to call me back then? Christopher Biggun, that's what. Oooh, some naughty devil had been peeking in the shower (he must have mistaken someone else for me though, but that's my secret). Still, I've not been 'on the box' for quite a while now, but it doesn't really matter to me. Why? Cos I'm one of those people who are simply famous for being famous. Now there's a thing.



MAKE YOUR OWN VALENTINES CARD

Why shell out a fortune on expensive slushy Valentines cards when, courtesy of *YS*, you can make your very own? If after the event the person of your dreams turns you down, you won't have wasted any dosh – quite a solace for a broken heart.

INSTRUCTIONS

1) First, cut out the heart with 'I love you — please be mine' on it, and stick it onto thick card.
2) Next remove the springs from eight biros and attach them end to end (weld or super-glue them together).
3) Super-glue one end of the amalgamated spring to the back of the heart and the other end to the inside of the Valentines card.
4) Squeeze the card shut and stick a bit of sellotape over the edges to stop it springing open by itself.
5) Put the finished card in an enevelope and address it to your love.
6) Bung on a stamp and stick the whole thing in a letter box.
7) Go home and wait by the phone.

SHORT CIRCUIT 2 (PG)

Fisher Stevens, Michael McKean, Johnny Five

Something incredible has happened twice! Number Five's alive again – which makes him Number Ten by my reckoning. But as everyone just *lurved* the short stop military robot with a conscience from *Short Circuit* they won't mind his reappearance in a sequel – right?

Little metal Johnny Five has been staying in the countryside with his creators Stephanie and Newton. But Ben, his other inventor, is now working for the Titanic Toy Company in the big, bad city and feels like his career has just hit an iceberg.

Then along comes a toyshop desperate for a Christmas robot and suddenly Ben has big orders and a slimy sidekick, Fred. How to make a thousand Number Five robots in time? Simple! Get the real Numero Cinq to help. So Five takes a trip and winds up in the city.

But the urban inhabitants aren't used to seeing a little robot cruising the streets, however cute, and within hours he's been mistaken for some trendy modern sculpture, attacked by a street gang and puzzled by a priest!

Will Ben fulfill his orders? Will Five get caught in a rainstorm and go rusty? Short your own circuits and find out!



DIE HARD (18)

Bruce Willis, Bonnie Bedelia

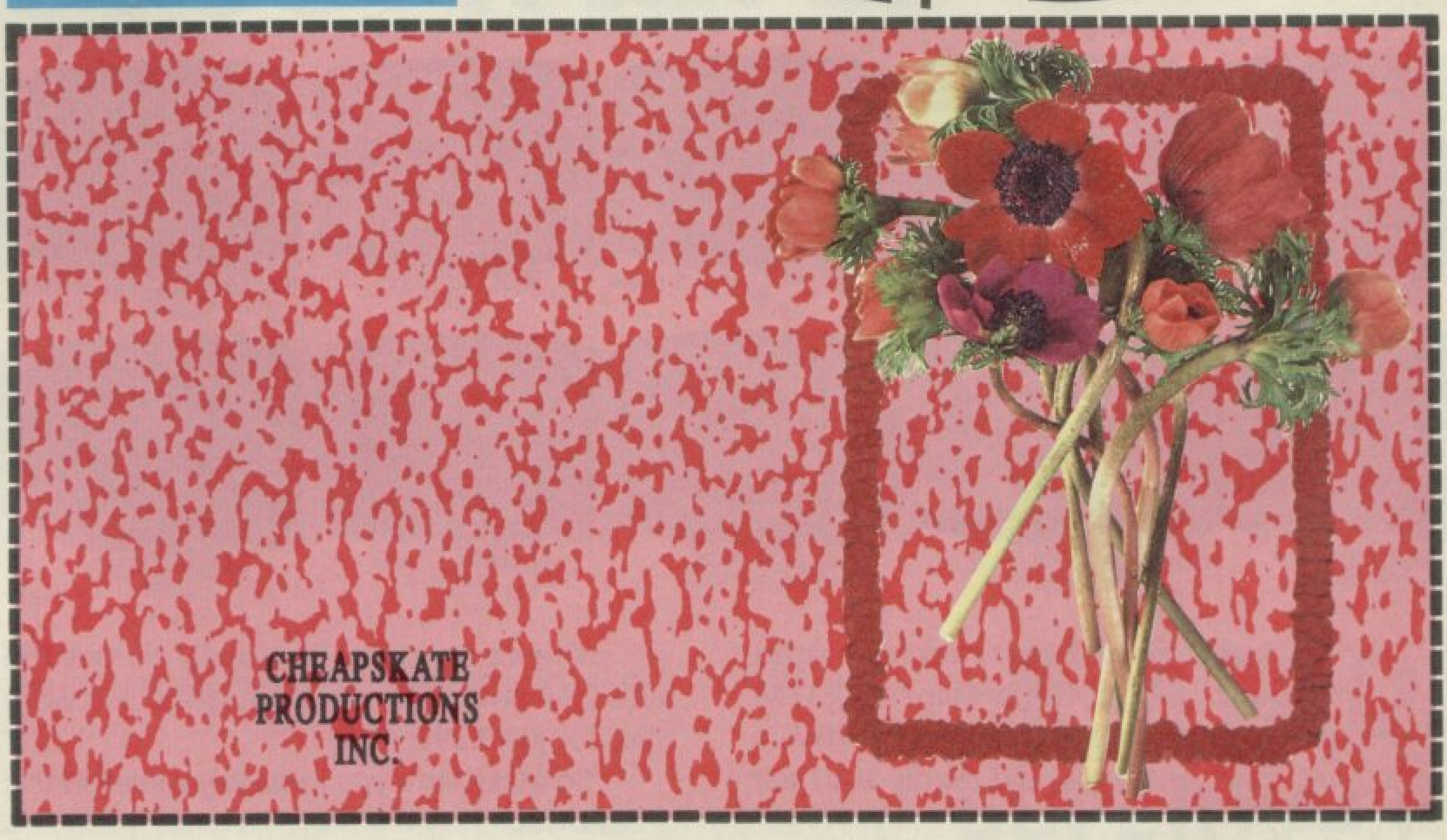
Who'd want to die any other way? Certainly not Brucie – he doesn't want to die at all. But that hard end may be out of his hands because he's moonlighting from TV detection as an off duty cop who's forced to take on a gang of ruthless terrorists when they hi-jack a . . . skyscraper!

So for the next hundred minutes he plays cat and mouse with the bad guys, taking them out one by one – and I don't mean on long business lunches!

He gets shot at, walks barefoot on broken glass and suffers every other indignity with that hangdog, dumb expression which makes the Smith knees go weak. As if that wasn't bad enough *(What – having Rachael fancy you? – Ed)* the police on the outside refuse to accept the information he's giving them on a walkie-talkie.

This is a skyscraper movie which makes *The Towering Inferno* look like a smouldering bungalow. The empty offices are the perfect setting for the deadly serious game of hide and seek. And what a group of baddies – probably the nastiest, most sadistic, opportunistic crew outside of the *YS* editorial staff! So don't be soft – change your name to Rigid.





The Atari 520STFM



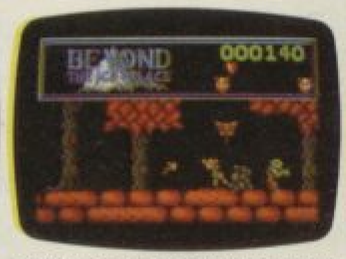
Of £450 worth



MARBLE MADNESS. £24.95
Electronic Arts.



TEST DRIVE. £24.95
Electronic Arts.



BEYOND THE ICE PALACE. £19.95
Elite.



BUGGY BOY. £19.95
Elite.



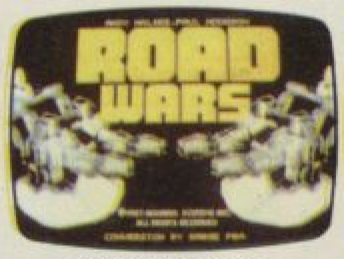
EDDIE EDWARDS SUPER SKI. £19.95
Elite.



IKARI WA



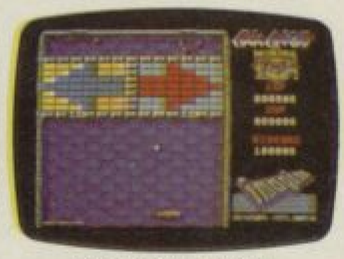
CHOPPER X. £9.99
Mastertronic.



ROADWARS. £19.95
Melbourne House.



XENON. £19.95
Melbourne House.



ARKANOID II. £19.95
Imagine.



WIZBALL. £19.95
Ocean.



BLACK

Here it is! The new Super Pack from Atari.

You don't just get the brilliant 520STFM. We're giving you twenty-two great software titles that most people would gladly sell their grannies for.

There's no catch. You really do get the 520STFM and £450 worth of great software titles for just £399.99.

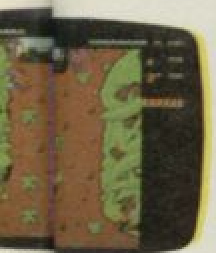
So make sure you include yourself in this great offer.*

*Available from most Atari dealers. Offer ends March 1st 1989.

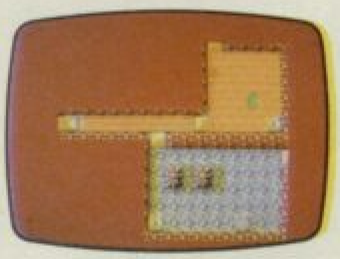
M. £399.99 inclusive.



h of software.



WAR ORS. £14.95 .



RANARAMA. £19.95
Hewson.



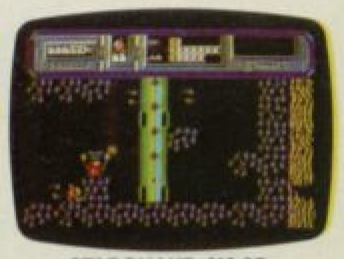
THUNDERCATS. £19.95
Elite.



ZYNAPS. £19.99
Hewson.



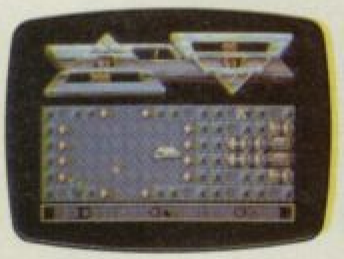
QUADRALIEN. £19.95
Logotron



STARQUAKE. £19.95
Mandarin.



CK L MP. £19.95
Fir rd.



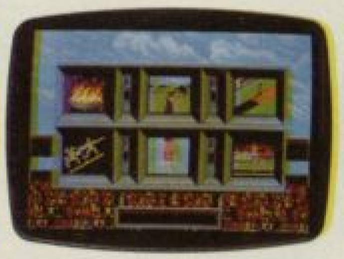
GENESIS. £19.95
Firebird.



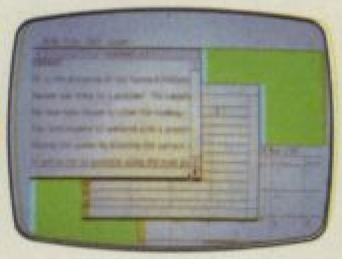
THRUST. £9.95
Firebird.



SECONDS OUT. £19.95
Tynesoft.



SUMMER OLYMPIAD 88. £19.95
Tynesoft.



ORGANISER BUSINESS SOFTWARE. £49.95
Triangle Publishing.

Please send me details of this and other Atari Products YS/16/2/89

Name ________ Address ________

________ Postcode ________

Atari Corp (UK) Ltd., Atari House, Railway Terrace, Slough, Berkshire SL2 5BZ

ATARI
SUPER PACK

MOVE IT! MOVE IT! MOVE IT!

Right, yew 'orrible lot, settle down and listen 'ere! The *YS* cover's turned into a war zone this month with a giveaway tape packed full of guns, bullets, grenades, missile launchers and other military sundries, including the complete game of *Army Moves*, a demo of the new follow up *Navy Moves* and bundles of POKEs.

Remember troops, be good to old ma *YS* and she'll be good to you. Now fall out, while we take a closer look at this month's incredible deal.

Army Moves/Dinamic

Infiltrating heavily guarded enemy headquarters and stealing secret war plans is a rather risky and ill advised sort of hobby we think you'll agree – and certainly not to be recommended on an empty stomach. 'Cos not only do you have to be a shiny-booted 'crack' commando to complete such a tricky mission, but also a military 'equipment' expert of no mean ability to boot!

Phew! What a good job then *YS* readers are all just such superheroes, eh, viewers? (Hem hem). Cos you'll need all the brains you can muster to get through our complete cover game, *Army Moves*.

Army Moves is without doubt on the tricky side. The first screens set you in a missile equipped jeep, swatting trucks and helicopters out of the way with your rockets. Should you survive all this – and if you last fifteen seconds you're not doing too badly – it's onto the second stage, which you must attempt in a stolen enemy helicopter.

Here you must take on fighter planes and various sorts of missiles which wing up at you from submarines and silos at the bottom of the screen. Manage not to get shot down, run out of fuel or similarly come a cropper, and you'll find a mission code enabling you to load the final sections.

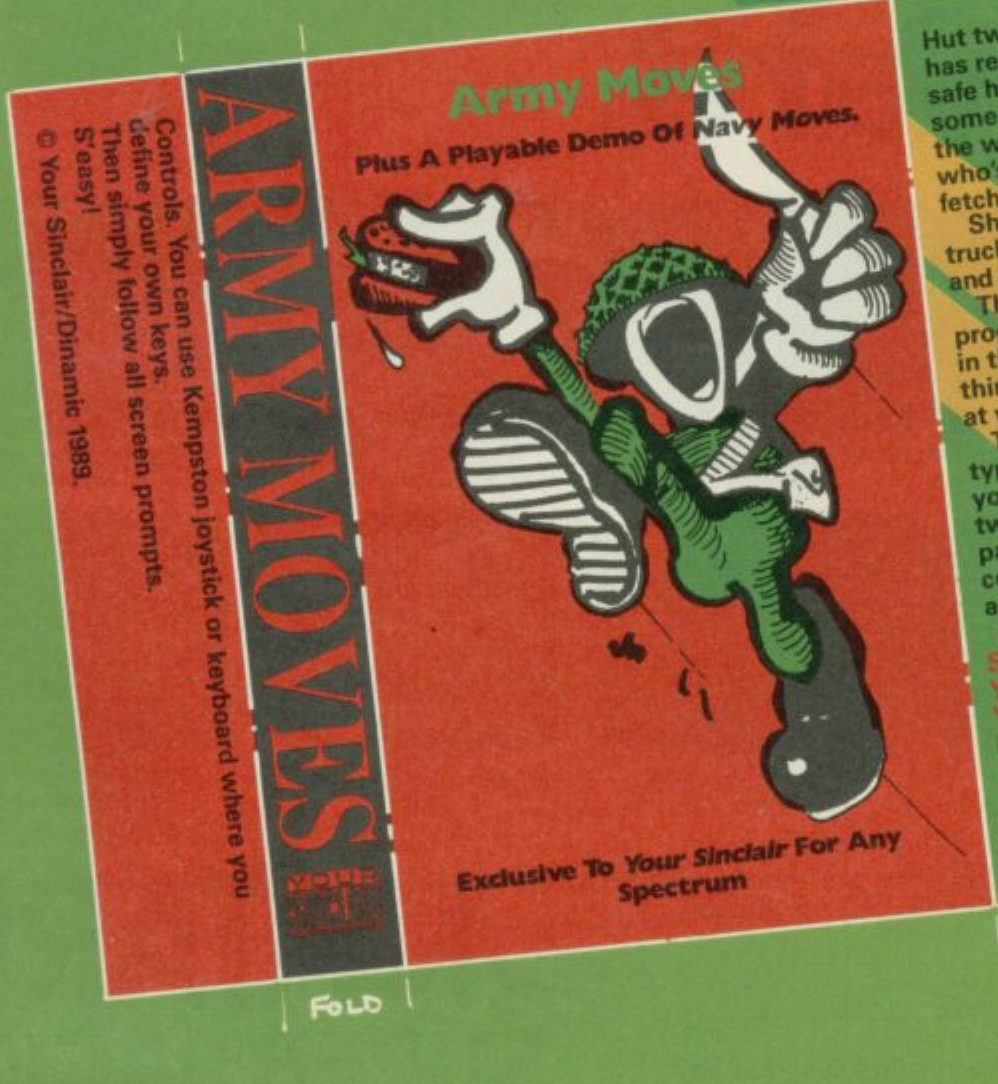
Here you'll find yourself on foot in a giant swamp, leaping quicksand, avoiding enemy grenades and shooting down giant toucans as you make your way towards the enemy compound. Once inside the going gets no easier – until you reach the secret bunker and get your grubby mits on the documents. Phew! That was tricky. Now all you have to do is get back!

Since it's a multiload, each level comes with a



Jumping jeeps! Looks like this chap is going to drop down the big hole. Oh dear! What he should have done is take out the other truck with his missile and then jump at the very last minute, avoiding the excessive tarmac subsidence in his path. What a shame he didn't know that.

wealth of well animated detail and fair sized graphics and is well worth the eight we gave it first time round. What a barrel of blood-thirsty laffs! Part one you will find on the first side of the tape, and the second load on the 'flipside'.



Hut two! Hut two! (*Shed up! Ed*) The war has reached a crucial stage. Locked in a safe hidden deep behind enemy lines is some vital information which could swing the war for the good guys. And guess who's drawn the short straw to go and fetch it?

Shoot and leap your way past enemy trucks, planes, helicopters, submarines and toucans (?) to reach the secret bunker.

This is the product that made Spanish programmers Dinamic a 'household name' in the software industry, well, almost. Just think, a piece of genuine software 'history' at your fingertips! Yowza!

To load your *Army Moves* game, simply type LOAD""(ENTER) and then PLAY on your recorder. The program will load in two parts, but you won't be able to load part two unless you've managed to complete part one and have obtained the access code.

REMEMBER: PART TWO IS ON THE SECOND SIDE, SO FLIP IT OVER WHEN YOU'VE FINISHED PLAYING PART ONE OR YOU'LL FIND YOURSELF LOADING THE FIRST PART OF *NAVY MOVES* BY MISTAKE!

It's the same drill for *Navy Moves* — load and play the first part from side one, then flip over to load the second part.

FOLD

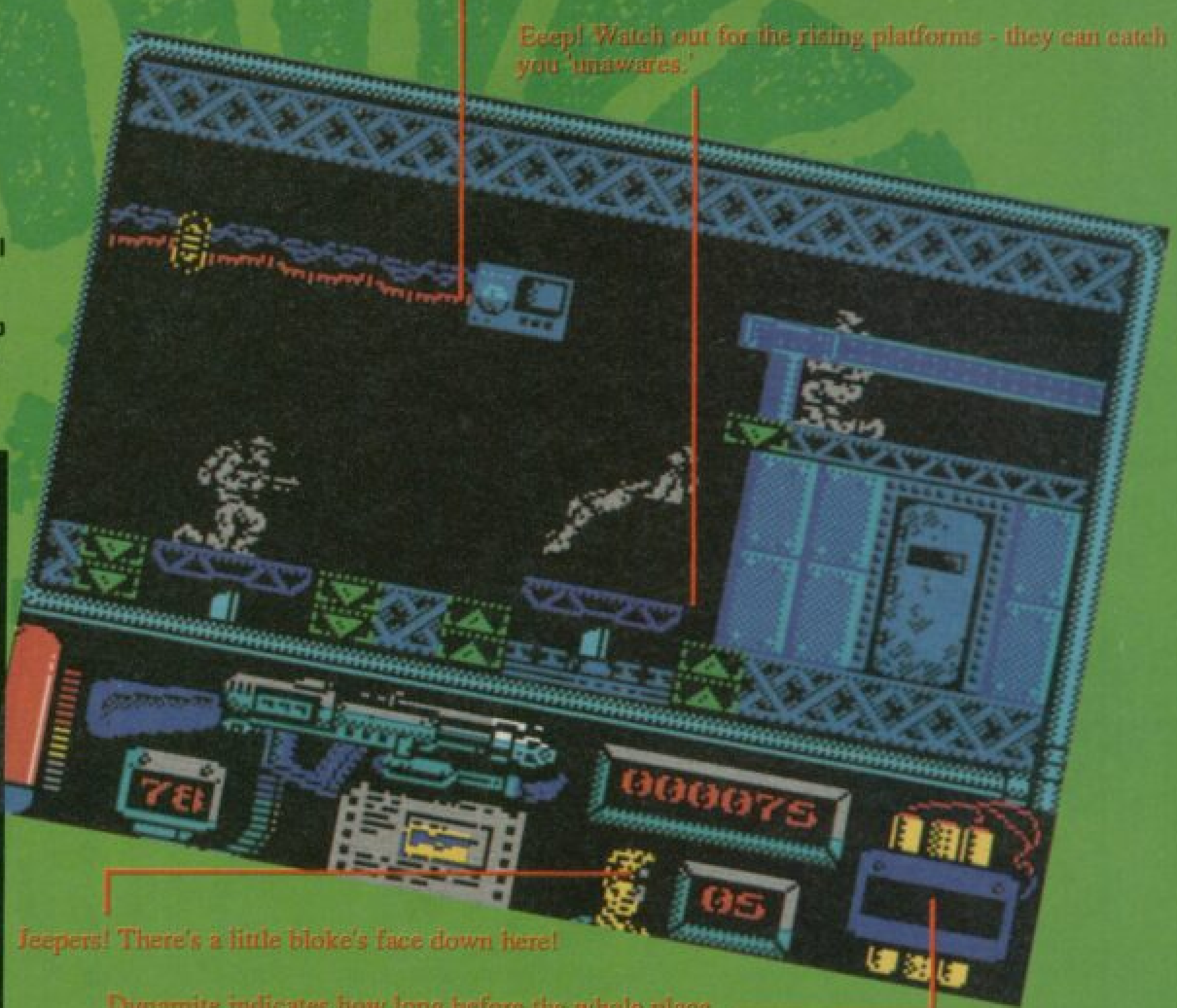
FOLD

Navy Moves/Dinamic

After *Army Moves* part one you'll find a whammy free playable demo of Dinamic's follow up to *Army Moves*, which is called . . . *Navy Moves!*

This time you play a nautical commando, not a million miles away from the SBS variety, on a similarly vital mission. The start is in fact very similar to that of *Army Moves*, only this time you're bouncing a rubber dinghy over a series of floating mines – a task that kept the *YS* team glued to the Speccy for hours and hours and hours.

Next up you find yourself running around a dockside blasting geeks with your flamethrower – all good clean fun! In the complete game the mission will be to wipe out an enemy submarine, but obviously you don't get the full thing here. This demo can be played using Kempston joystick or keyboard, where you can define your own keys. Have a look at our preview on page 16 if you want to know more.



TAPE TROUBLES

We all know what tapes are like. They're fine and hunky dory one moment, and then suddenly – wallop! The thing refuses to load and it's the end of a beautiful relationship. Curses.

Should this ever be the case with 'one of ours' (perish the thought) you should place the offending article together with a stamp addressed envelope and send it to Tape Returns, PO Box 320, London, N21 2NB. Almost before you know it your replacement will be flopping through your letter box.

ALL WILL BE REVEALED . . .

IN NEXT MONTH'S YS!

- We speak to the lucky few who've found lasting romance through the pages of the *Input/Output* Lonely Hearts column. Could there be a *Your Sinclair* Wedding?
- Mike Gerrard provides another A-Z of Adventure Help!
- Don't forget there's *Tipshop, Pitstop,* trillions* of compos and all the games that are fit to play!

PLUS: A fantastic cover-mounted *YS* tape including:

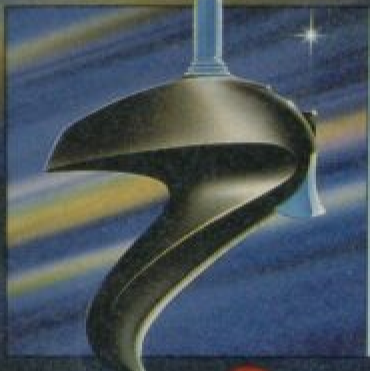
- A fabulous full price game!
- Playable demos of hot new releases!
- And a 'little extra something'!

**Perhaps it would be wise to take this claim with a slight 'pinch' of salt.*



On sale March 16th — You'll love it!


When The Empire Invaded . . .
THALAMUS
SANXION.
the SPECTRUM remix
Pit your wits against the perils from the sky, fight against an alien empire intent on mankind's destruction.
Get ready to expierence 12 levels of the fastest, meanest shoot 'em up scrolling onto your screens with graphics to astound and sound to amaze! Operation Sanxion is active!
By SoftStorm Developments
Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW ☎(07356) 77261
SPECTRUM
Cassette: £8.99
Diskette: £12.99



NAVIGATOR

A new dimension in precision joysticks. Total control from its unbreakable precision shaft through to its ergonomically designed grip make reaction speeds a thing of the past.

For use with: All Atari computers (including ST), Commodore (64, 128, VIC20, Amiga), MSX computers, Amstrad CPC computers (no Autofire), Spectrum and Spectrum Plus (with suitable interface), Spectrum +2, Spectrum +3 (no autofire).

£14.99

PREDATOR

A joystick designed to suit the way you use them - with its computer designed base for table top or hand held use. Whether you're left or right handed it's precision grip fits your hand naturally.

For use with: All Atari computers (including ST), Commodore (64, 128, VIC20, Amiga), MSX computers, Amstrad CPC computers (no Autofire), Spectrum and Spectrum Plus (with suitable interface), Spectrum +2, Spectrum +3 (no Autofire).

£12.99





SPEEDKING
With Free Game

The Speedking's unique design established Konix as one of Europe's major joystick designers. Its reliable construction, microswitch efficiency and hand-hugging design puts firepower where you need it - in the palm of your hand.

For use with: Spectrum (16,48 and Plus with suitable interface), Commodore (64 & 128), and all Atari, Amstrad (CPC) and MSX Systems.

£11.99

MEGABLASTER

The joystick that's big on performance and small on cost. It's hand grip fits you perfectly whether you're left or right handed and it performs equally well whether hand held or table top mounted.

For use with: All Atari Computers (Including ST), Commodore (64, 128, VIC 20, Amiga),MSX Computers, Amstrad CPC Computers, Spectrum and Spectrum Plus (with suitable interface).

£6.99



BREAK THROUGH THE PERFORMANCE BARRIER WITH A KONIX JOYSTICK

KONIX
The fastest reactions in the business



SPEEDKING
With Autofire

The unique Speedking design with the added advantage of Autofire to give you instant and even firepower.

For use with: Spectrum, Spectrum Plus and Spectrum +2, Commodore (64, 128 & VIC20), all Atari (incl. ST) Amiga and MSX systems.
*(Spectrum Plus 2 £14.99)

£12.99



SEGA®
Master System

The classic Speedking design with twin firebuttons and microswitched for super-accurate, high speed action. Easily accessible auto-fire with on/off switch gives instant, awesome fire power.

Specifically designed for use on the Sega Master System.®

£12.99



NINTENDO®
Entertainment System

The classic Speedking design with fully microswitched twin firebuttons and instant firepower with easy to use autofire on/off switch. Start and select buttons put software control in the palm of your hand.

Specifically designed for use on the Nintendo Master System.®

£12.99

It's hard work, not luck, thats made us one of Europe's leading joystick manufacturers.

We've done it by applying the Konix winning formula to all our products. Sound development, advanced design and fail-safe construction ensure you get the best out of your joystick - time and time again.

To: **Konix Products, Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent, NP3 5SD, U.K.**

Please send me ______ Navigators at £14.99
______ Predators at £12.99
______ Megablasters at £6.99
______ Speedkings with Game at £11.99
______ Speedkings with Autofire at £12.99
______ Spectrum Plus Speedkings with Autofires at £14.99
______ Segas at £12.99
______ Nintendos at £12.99

Make of home computer to be used ______
I enclose Cheque/Postal Order for £ ______ (Prices include p&p)
(made payable to KONIX) or charge my Access/Visa
Credit Card No. ______ Expiry Date ______
Signed ______
Name ______
Address (Block Capitals) ______
______ Post Code ______

Please allow 14 days for delivery. Credit card holders may order on 0495 350101

YS1

Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent, NP3 5SD, U.K. Telephone 0495 350101

NAVY MO

Navy Moves? Dinamic's follow-up to *Army Moves*? Blistering barnacles — *Duncan MacDonald* has an anchor and a picture of a girl called Rose tattooed on his bottom before walking the plank and checking it out.

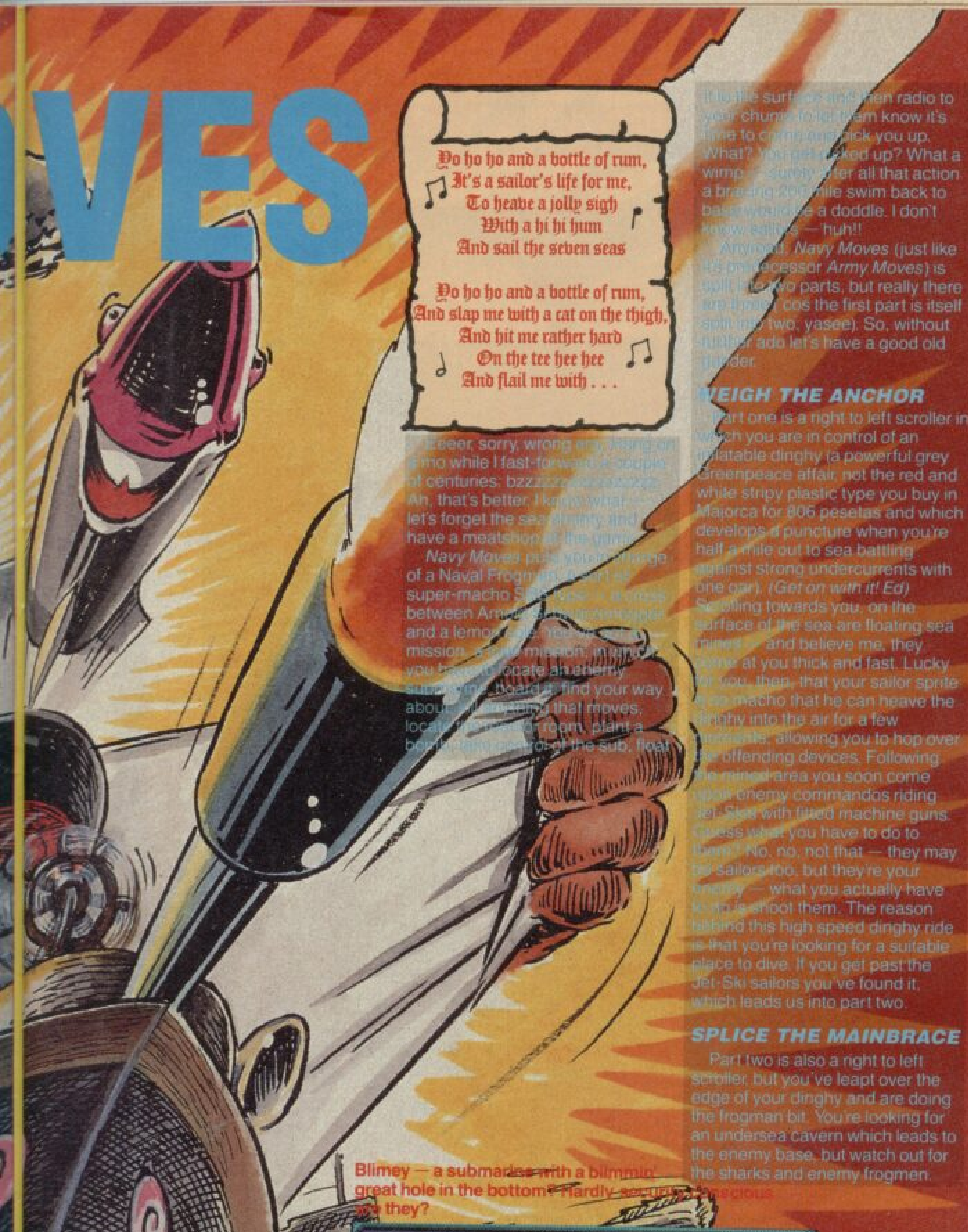


Well shiver me timbers. This looks remarkably like an engine room. A chap could do some mischief here, I'll be bound.

Those bobbing thingies are in fact floating mines. Never mind, a deftly timed hop should get me safely over them.

Blistering barnacles. I'm afraid that wasn't deft enough. Hello briny.

VES



Eeeer, sorry, wrong era. Hang on a mo while I fast-forward a couple of centuries: bzzzzzzzzzzzzzzt. Ah, that's better. I know what — let's forget the sea shanty and have a meatshop of the game.

Navy Moves puts you in charge of a Naval Frogman. A sort of super-macho S[illegible] type, a cross between Arnie Schwarzenegger and a lemon sole. You're on a mission, a top mission, in which you have to locate an enemy submarine, board it, find your way about killing anything that moves, locate the reaction room, plant a bomb, take control of the sub, float it to the surface and then radio to your chums to let them know it's time to come and pick you up. What? You get picked up? What a wimp — surely after all that action a bracing 200 mile swim back to base would be a doddle. I don't know, sailors — huh!!

Anyroad, *Navy Moves* (just like its predecessor *Army Moves*) is split into two parts, but really there are three, cos the first part is itself split into two, yasee). So, without further ado let's have a good old gander.

WEIGH THE ANCHOR

Part one is a right to left scroller in which you are in control of an inflatable dinghy (a powerful grey Greenpeace affair, not the red and white stripy plastic type you buy in Majorca for 806 pesetas and which develops a puncture when you're half a mile out to sea battling against strong undercurrents with one oar). *(Get on with it! Ed)* Scrolling towards you, on the surface of the sea are floating sea mines — and believe me, they come at you thick and fast. Lucky for you, then, that your sailor sprite is so macho that he can heave the dinghy into the air for a few moments, allowing you to hop over the offending devices. Following the mined area you soon come upon enemy commandos riding Jet-Skis with fitted machine guns. Guess what you have to do to them? No, no, not that — they may be sailors too, but they're your enemy — what you actually have to do is shoot them. The reason behind this high speed dinghy ride is that you're looking for a suitable place to dive. If you get past the Jet-Ski sailors you've found it, which leads us into part two.

SPLICE THE MAINBRACE

Part two is also a right to left scroller, but you've leapt over the edge of your dinghy and are doing the frogman bit. You're looking for an undersea cavern which leads to the enemy base, but watch out for the sharks and enemy frogmen. (Oh yes, and the octopusses and moray eels). Deal death with your spear-gun then locate the enemy base where you've got to abscond with a mini-sub. Why? 'Cos this is the vehicle that'll allow you to reach the big sub (but only after you've loaded in level two — which is part three, if you know what I mean).

CLIMB THE RIGGING

Part three is a right/left/up/down flip-screen affair. You're on board the submarine, and you've got to plant a bomb. Out to stop you are . . . um, well everyone's out to stop you actually. There are two types of marines (one with gun the other with flamethrower), first and second transport officer, first and second engineering officer, first officer and finally old Johnny Neptune himself — the Captain.

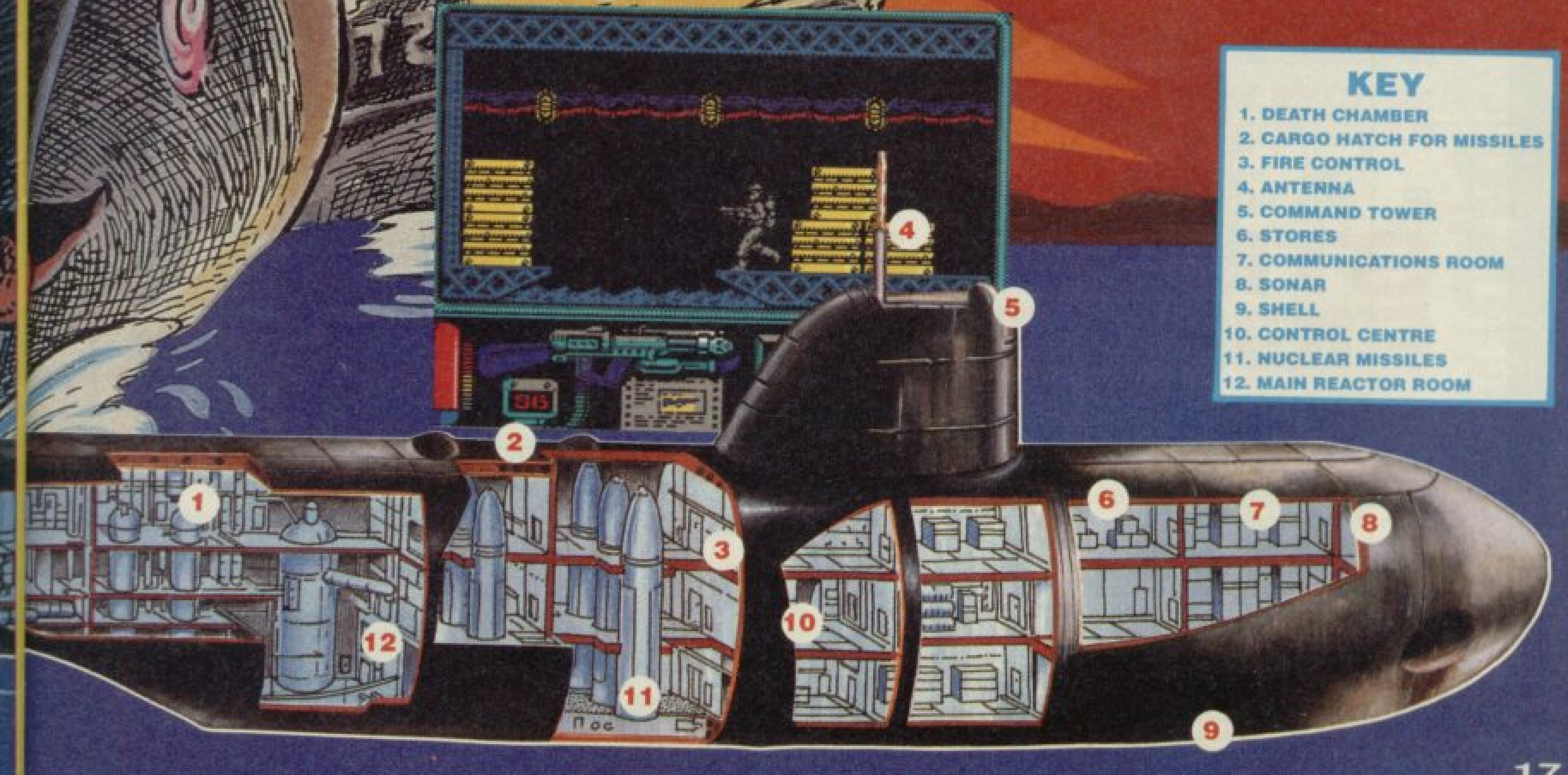
Occasionally, after having shot someone, their body will yield a bit of booty for you to take. In the case of the lower rankers it'll be ammunition and such like, but as you go up the hierarchy you'll get things like the key to unlock the door of the reactor, or the ability to use the radio so you can transmit a coded message to your own people once you've surfaced the boat and planted the bomb.

The graphics of the game are firmly in the Dinamic mould — along the same lines as *Army Moves* but much more detailed and with more colour. Also firmly in the Dinamic mould is the difficulty level — it's harder than climbing the north face of the Eiger in a pair of stilettos — and that's coming from someone who can get to the end of level four in *R-Type* without losing one life. Basically, it's a real brainblender but it's also 'aqualutely' *(You're fired. Ed)* corkendous!

FAX BOX

GAME	***NAVY MOVES***
PUBLISHER	***DINAMIC***
PRICE	***£8.95***

Blimey — a submarine with a blimmin' great hole in the bottom? Hardly security conscious are they?



KEY

1. DEATH CHAMBER
2. CARGO HATCH FOR MISSILES
3. FIRE CONTROL
4. ANTENNA
5. COMMAND TOWER
6. STORES
7. COMMUNICATIONS ROOM
8. SONAR
9. SHELL
10. CONTROL CENTRE
11. NUCLEAR MISSILES
12. MAIN REACTOR ROOM

MICROPROSE REVEALS MORE



THAN A GLIMPSE OF THE FUTURE

PROJECT STEALTH FIGHTER™

The latest spectacular flight simulation by MicroProse gives you the chance to actually experience the future, putting you in control of America's newest, and top secret fighter plane. Shrouded in mystery, the F-19 is the product of leading-edge technology and engineering.

Using the skill and ingenuity for which they are renowned, the aviation experts at MicroProse have accurately reproduced its operational systems to create an incredibly realistic simulation. A simulation with such exceptional playability and depth that it has become an instant award-winner.

Go on solo strike missions to Libya, the Persian Gulf, North Cape and Central Europe. The revolutionary feature of your F-19 is its ability to remain virtually radar-invisible, so your success (and future promotion prospects) rests on mastering the jet's electro-magnetic profile.

At your fingertips lies an incredible array of weapon options, yet the machine is nothing without the pilot – combat skills and intelligence are essential to survive this advanced and innovative simulation.

Project: Stealth Fighter. The ultimate flight simulator for superior pilots.

Now available for your Spectrum £9.95, Spectrum +3 £14.95.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos. GL8 8DA. Telephone: 0666 54326

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

BRAHMS AND LISTINGS

I have recently purchased a Sinclair +2, and with it came a book giving some simple programs. I have searched through a few of the local bookstores to find a more comprehensive book with more varied and interesting programs in them, but have been unable to find anything.

I would be most grateful if you could recommend a book which will contain varied programs that I can tap into my computer, and your assistance would be greatly appreciated.

Carol Kennedy
Alcester, Warwickshire

There are books with Basic listings for the Spectrum around, although they tend to be simple games listings (I'm not sure if that's exactly what you want). Best bet is to try a bigger bookshop. **Ed**

SUB PROB

It's happened again. Another issue of YS (the December one) has gone missing, and I think I know why. Your magazine is so good that the people working at the Post Office can't resist the temptation to keep their hands off it. And that's not all that's gone missing — the game I'm supposed to get for having a puzzle printed on Pete's page has gone too!

Ulf Borjesson
Ludvika, Sweden

PS. Thank you for the October issue. The reason it reached me must be that it came in an opaque envelope, so the employees at the Post Office couldn't see that it was a copy of YS.

Honestly, one of these days that Postman Pat's going to overstep the mark — and if I'm ever on the jury that tries him there'll be one vote of guilty in the sack before the curtain even goes up. **Ed**

ELLE STAR

To put it bluntly, how come there haven't been any girls winning the Star Letter? Is it because
1) They don't read *Your Sinclair*?
2) They don't write in?
3) You couldn't be bothered to print them?
I hope this will be the start of Star Letters for girls.

Natasha Williams
Winchmore Hill, London

I flicked open the back issues folder to check the facts and guess who the first Star Letter I looked at was from? A girl! In fact two girls (Helen and Elaine, issue 25 to be precise). So go and stand in the corner. **Ed**

THE WONDERFUL WORLD OF THE SPECCY

Every month we ask folk from the four corners of the earth to write in and tell us or ask us, erm, things. This month is no exception.

TEA OR COFFEE?

For Dear Dir, Editor Publishing of England.
I am amateur for the Spectrum + computer, and this me only one hobby and Spectrum is my friend.

I have not see England for 41 years, and cannot visit because that I am invalid of the leg and I have not the pounds.

My brother is fall in England and in this day I have received the notice for the wedding of his daughter along with a demand for coffee and tea that I have not got. You can help me also on this!? The publishing your several each old or new can do to also joy that I will learn Cristone *(Eh? Ed)*.

I have not good literature for Spectrum use, but I think your publication can help better than the books, yes?

How do you do in England? Is the snow in England? Can I receive one cassette with programs from you for the Christmas? That can be wonderful and one of the best memory from England.

I happy you have understand me, not best English, and happy for three to five each your sample published (and one little coffee and tea). Yours faithfully and my best wishes for lovely Christmas.

Jozef Piotr Mrowiec
Ul. Aniola 4, Katowice
Zaleze, Poland

PS. I can received one old Sinclair Programs for learning The Cristone programs write and for learning other? Please. Thank you from Gott.

Sorry about your leg, Josef, but apart from that I don't really know what you're talking about (mind you I can't speak a word of Polish, so you're ahead of me). Um, you seem to want me to send you some tea and coffee for some reason (or do you want me to send it to your brother?) I'll send you a couple of mags, anyway, but what on earth is Cristone?? **Ed.**

WRONG NUMBER

Respectable Editorial office!
I take interest in computer Commodore.
For that reason I ask you to send me some specimens Your Newspaper.

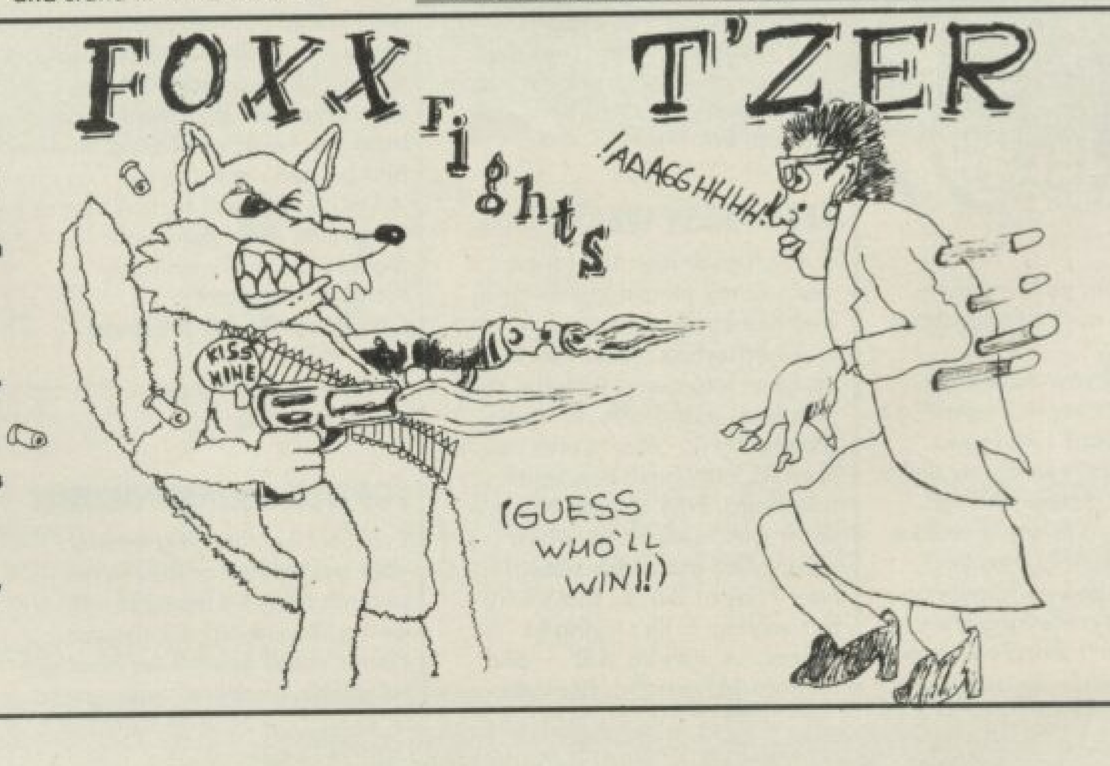
Dariusz Pawlaczyk
Olesnica, Poland

Well, you got the Editorial Office bit right. **Ed**

DOODLEBUGS

Gerrout yer quills, oh chums of the Spec, and do a little sketch. You know the routine, a funny little cartoon of some description or other (in black ink though, for the umpteenth time, slap). Send your offerings to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. And don't forget, you'll win a game if whatever you send in gets printed.

This months game winner is Matthew Larkin **of Mold in Clwyd, who's dishing out the lead to you know who. He puts 'Guess who'll win?' How dare he — the fox wouldn't stand a chance.**



Letters

DISK-US

I'm the owner of a Sinclair +3 (I got it for Christmas) and I've already started buying your magazine, which I think is really good and interesting to read — I'm thinking of subscribing. There's one little problem though. As you know, you always give away free games and demos on cassette, but I thought it would be a good idea to send out a certain amount of free disks with every batch of *Your Sinclair* that you send to newsagents — then we +3 owners could go to the counter and ask for the disk instead of the tape

Russell Williams
Stockton-On-Tees, Cleveland



Sounds great in theory, but the disk production would cost a lot and the price of the mag would have to go up to cover it. Why not just transfer the tapes onto disk at your end? Much simpler, really! **Ed**



GEORDIE

Wye aye man, ye furry bum-wipe. (An' a ain't talking aboot *Yeer Sinclair,*

Ye naa, all yow Southners canna speak propar Englash, ye naa wat I mean? Like in yer *'Smashing Tips',* yen bonny writer couldna reet it cleer enough.

Wat am tryn to say is cad ye please explain it in proper English, like, how to lawd it op — cause I spent a life-lang tryna type it oot an' I didna naa how ta use it!!!

Saw, print out how to load it up in basic English, atherwise I'm ganna com round there an' stitch yez all, reet?

Daniel 'Geordie' Crowe
Whitley Bay, Tyne an' Wear

It's quait simple, an ah divvun kna what all yer fuss is aboot, Daniel man. Yer taip in the listings, raight, an then yer press doon on tha RUN key an tha ENTA key an then yer plays yer game tape from tha beginning. Quait simple, man pet, quait simple. **Ed**

SAVE ME

One luverly Saturday morning I leapt out of bed to discover that my dad had brought me the latest issue of YS (June '88), and on page 93 in *Program Pitstop* I saw a mega-hip text scroller. So, I switched my +3 (which I'm not proud of) into 48K mode and typed in this somewhat brilliant demo. Everything went fine, the scrolling was ace, but then I discovered that my wretched +3 wouldn't save the proggie to tape.

I know I have the correct lead and data recorder, and they load tapes perfectly, but they won't save!!

Seeing as the scroller demo wouldn't work in +3 Basic, and I couldn't save it to tape, you can tell I was quite peeved. Please tell me what to do before my +3 experiences 'flying out of a window and hitting a poor innocent homo-sapien on the bonce' mode. I'm thoroughly cheesed orf!

Ronni Stirling
Ruchill, Glasgow

Tsk tsk, these blimmin' +3's. Right. Something I have found which seems to work on the YS +3 is a two into one (two female into one male) adaptor. Stick it into the tape/sound hole of the computer and have two leads coming out, one to the MIC and one to the EAR sockets of the recorder. It might work on your +3 as well, but don't hold your breath. **Ed**

EASY PEASY WEASY

On Saturday morning I found, much to my utmost joy, my long overdue copy of *Operation Wolf* in the letterbox. After loading it up I was impressed with the cool graphics, sound effects, music, playability (in other words I quite liked it), but I have one small complaint. Why did the YS crew say it was really hard, when actually it's extremely easy (I hear cries of 'Ah, so that's why he's writing — he's trying to impress us with his skill' — and you would be right). For not only did I complete it after only 30 games, but I did it without using the 'continue option'. If anyone has completed the game in less than two hours of playing time and beaten my score of 4,960,578 then I reckon they're lying. Oh, and I think your glasses are really brilliant.

Angus Stewart
Co. Tyrone, N. Ireland

You should see my beakers and mugs! **Ed**

FOREIGN CORRESPONDENT

I've just been reading through your magazine for the thirty-seventh time. It's true. I'm not joking. Your mag's a knockout. Please could you tell me how to subscribe, because I have got to get more copies. By the way, if you have any large *Vindicator* posters (or small, I'm not fussy) lying around, please send me one (or more). Thanks in advance and keep up the fine work.

Grubbs Ravimbo Ndanga
Peterhouse, Marondera

PS. Shucks! You're georgous!

If you have a look through for the 38th time you might notice a page titled Contents. Go through the sub-headings until you come to YS Offers, and you'll spot the words 'YS Subscriptions' followed by a page number. Guess what you'll find if you turn to the indicated page? No, not a pop out model of the Taj Mahal, but a subscription coupon. Happy? **Ed**
PS. You're not so bad yourself.



TRAINSPOTTER AWARD

TAKE THE TRAIN

I claim the ultimate Trainspotter Award. I bought a copy of the December *YS*, but when I began to read it I realised that I had mistakenly bought *Railways Today,* and that there were literally hundreds of trains to spot — all thanks to YS.

Andy Lowe
Stoke-On-Trent

To help you get kitted out I'm going to send you copies of Which Parka, Opticians Monthly *and* Shoulder Bag Update Magazine. **Ed**

PICK 'N' MIX

I think I should get a Trainspotter Award because on page seven, issue 36 (the one with the two free tapes) at the compo bit where you can win 43801 chewits, it says that the Muncher is Shane McGowan and Shane McGowan is the Muncher, when really Shane McGowan should be Shane McGowan and the Muncher should be the Muncher. You see?

And on page five (same issue) under the games column it says that YS Tipshop is on page 20. It isn't. It's on page 26.

And on page 108 (same issue again), in the list of £1.99 and £2.99 games, it says *Manic Minor,* when it should say *Manic Miner.*

And (same page) it reads *Funky* instead of *Flunky.*

So, after all that I think I should get a Trainspotter Award. Don't you?

Fiona Robertson
B/Ferry, Dundee

No, no, no, you've got it all wrong. The mix-up of the names was deliberate, and intended as a joke — the 'fun' being derived from the fact that Shane McGowan so resembles The Muncher that the captions were 'accidentally' juxtaposed. On your second point, er, yes, a mistake — as with the third and as for the fourth, I was listening to Ain't No Stopping Us Now by McFadden and Whitehead at the time of typing, so I've got an excuse. Normally I might give you a Trainspotter, but seeing as you were such a clot on point one, I'm not going to. **Ed**

THINK OF A NUMBER

I am claiming a Trainspotter Award because you lot at YS can't count. In the December ish contents it said that page 117 would reveal what was in next month's YS. I turned to page 117 and surprise, surprise the heading *Show Stoppers* hit me in the face — *Next Month In* YS was on page 119. So, someone at YS can't count. Tut tut, didn't you ever go to school?

Robert Marsh
Impington, Cambridge

You've discovered my secret — I was involved in an aeroplane crash as a baby, and was raised in the jungle by apes. I may not have learnt to count very well, but I can strip the bark off a bunga-wunga tree with my bare teeth. **Ed**

FULL WARNING STATUS: CONDITION RED



AMIGA SCREEN SHOTS

THRUSTER • LAUNCH!
WARRIOR • LAUNCH!
SPEEDER • LAUNCH!

STRAIGHT FROM THE ARCADES COMES *BLASTEROIDS*, ATARI AND TENGEN'S CLASSIC MIX OF ONE OR TWO PLAYER ACTION. WITH FULL POWER-UPS, RIP-STARS, SHIELDS, DOUBLE-UP AND MORE. THIS IS *THE* COIN-OP CONVERSION OF 1989.

AND BEWARE – MUKOR AWAITS!

COMING SOON FOR COMMODORE AMIGA £24.99; ATARI ST £19.99; C64 SPECTRUM, CPC AND MSX DISK £14.99, CASSETTE £9.99.

image works

© 1987 TENGEN. ALL RIGHTS RESERVED. © 1989 MIRRORSOFT LTD. ALL RIGHTS RESERVED.

HEADWAY HOUSE, 66-73 SHOE LANE, LONDON EC4P 4AB. TEL: 01-377 4645.

Letters

TELLING TALES

Here's a little poem:

YS is a mag that is really the greatest,
It reviews arcades and games (which are, of course, the latest),
The articles are intelligent, though not stuck up or posh,
I would get a subscription, but I haven't got the dosh!

I've just had a brilliant idea. Why not have a short stories section in *YS*? Readers could send in their efforts and you could print the best ones, and send the writer a game or something. Brilliant eh? By the way, I don't like to tell tales, but I was flicking through the November issue of *Computing With The Amstrad PCW (Why? Ed.)* when my eyes fell upon an article entitled *Back Chat*. A quick glance revealed that it was written by *YS*'s very own *Mike Gerrard*. 'Well shiver me timbers' I thought, and read on. A jolly interesting article it was too, until I began to notice some terrible, nasty, evil bits. Such as the bit where he suggests that you, oh great one, lost a copy of one of his reviews, and he had to send you another one!! Like I said, I don't like to tell tales.

Ross McGovern
Killearn, Glasgow

Hello, is that the operator? Get me Mike Gerrard *immediately.* **Ed**

BEERMAT QUERY

Could you please tell me where I could get my hands on a rubber keyed 48K Spectrum? The reason I need one is because I borrowed one but I've broken it (good, eh?) and I would like to replace it before the owner finds out and chokes me to death. Things are getting urgent.

John McMurchy
Drumlemble, Argyll

Simple. Check out Input Output. *Problem solved, as they say.* **Ed.**

DAFT PLONKER

Have you found that all the writers of Star Letters are complete idiots?

They tend to be the kind of people who have had a computer for five years and have only just discovered how to switch the thing on. Basically they're a bunch of daft plonkers!

Chris Hubbard
Kings Lynn, Norfolk

Your ruse hasn't worked. You thought I'd give you the Star Letter and then agree that you're a daft plonker (netting you three games in the process). By not giving you the Star Letter I can call you a daft plonker for the far smaller price of a badge. Ho ho. **Ed**

SMALL PRINT

I couldn't find a shop that sold yellow Tippex.
Russ Williams
Cleveland
For my money you can't beat The Tippex Galore Store in Cheam. **Ed**

Test for two dimensional constructional apraxia.
Neil Banks
St Helens, Merseyside
I haven't got the right equipment (Oo-er). **Ed**

I'm prepared to send you a pizza free.
Mauriezo Gallina
Milan, Italy
Anchovy and banana please. **Ed**

I'm cream crackered — it's 12.30 am and I can't find my glasses. Goodnight.
Merlin
Wolverhampton, West Midlands
Goodnight John Boy (Mary Ellen, Jason, Aaron...). **Ed**

I'm getting pretty bored writing all this crap.
Dale Norman
Driffield, North Humberside
Not half as bored as I got reading it. **Ed**

Please send a plaster for the blister on my trigger finger.
Martin Thomas
Milford Maven, Dyfed
I'll sellotape it to the badge. **Ed**

CHEESED OFF AND YAMATO

Well, not all your readers are locals. I get a subscription to your great mag all the way out here in Zimbabwe. For those who don't know where it is, it's an African country emerging from the dark ages. Luckily we have electricity here, and taking advantage of this fact I got myself a Speccy and a collection of ancient games. I think *YS* is doing a great job by catering for us foreign readers — most British magazines have 'For readers in the UK and Ireland only' printed on their subscription forms. Your free cover-games are brilliant, but let's have an adventure game in the future.

While looking through your November issue I came to page 114 where I found an advert for the game *1943* — but the blurb is slightly wrong. It states that your mission is to destroy the Japanese carrier Yamato. There was no such ship. The Yamato was a Japanese Battleship (the largest ever built in fact). Also it was not involved in the Battle of Midway and was sunk much later in WWII. For all the sharp-shooters this may mean nothing, but for us military history lovers it's really annoying. Does this observation deserve me a Trainspotter Award?

Yan Hards
Harare, Zimbabwe

No it doesn't deserve you a Trainspotter Award, as it wasn't our mistake — it was on an advert. However, I might send you two badges for being so knowledgable and observant — I'll just flick a coin. Heads you get two badges, tails you just get one. Flick. Oh dear, it's tails. **Ed**

BIG TIPS

Yo!

1) My friend and I have been wondering how your name is pronounced. He says it's pronounced T'zer and I say it's T'zer. Who is correct?
2) Is Mr Happy any relation of Smiley?
3) Here is my tip for *Vixen*. In level one don't shoot anything until your time is nearly up — then waste everything you lay your eyes on. As your timer reaches zero hold down keys A S D Q Z F N and O simultaneously. It will ask you for a password. Type in 'Cor Big Breasts' and you will get 10,000 points and 240 extra lives. (This will only work on the 'brown tape' copies with the embossed logo.)
4) Please send me a signed photo of 'the team' (or a copy of *Twinkle*).

RSH
Bromborough, Wirral

1) You're both wrong — it's pronounced T'zer.
2) No, but he's the second cousin thrice removed of Mr Vaguely Amused.
3) Oo-er
4) How about a photo of a signed copy of Twinkle? — twice the fun. **Ed**

KINDLY LEAVE THE STAGE

This months crap joke, from **Stanley Bajak** of Croydon, is so crap that we almost changed the head to *Kindly Leave The Planet*. Here it is...

IN A PUB
BLOKE 1 TO BARTENDER: A pint of lager for me, and a pint of bitter for my pal Donkey.
BARTENDER TO BLOKE 2: How come your mate calls you Donkey?
BLOKE 2: Eee aww, eee aww, eee aalways says that.

Ye Gods, crap or what? Any of you lot got any jokes? Go on, send them to us addressed to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. If it gets printed you'll get a shiny YS badge. Gadzooks.

OOH, YOU POOR DEAR

Your problems solved by Madam Pico



Dear Madam Pico,

A few weeks ago I was at the local youth club disco with my best mate Jonathan and we got talking to this girl called Chelle we'd both fancied for ages. We both danced with her and she said she liked us both, so we agreed to take it in turns going out with her. This worked out fine for a week or two, until she told me that she preferred me and didn't really want to go out with Jonathan anymore. Unfortunately Jonathan had told me in confidence that he had fallen in love with her, so I told her to pretend to chuck us both, but that I would continue seeing her in secret.

Everything went fine until one day I was watching *Neighbours* round at Chelle's house (her parents were out) when there was a loud knocking at the door, and squinting through the net curtains I saw it was Jonathan. I turned off the telly, told Chelle to keep quiet and pretend that no one was in, but about a minute later Jonathan shouted through the letter-box that he knew I was there because my bicycle was outside. We still pretended not to be in, and eventually he went away, so me and Chelle continued where we'd left off.

However, when the time came for me to leave, I stepped out of her front door and, much to my horror, saw that my bike had gone. Jonathan had nicked it, and he says that he won't tell me where he's hidden it until I chuck Chelle. The problem is that I quite want to carry on seeing her, but I really do want my bicycle back — it's a Peugeot 20 gear racing bike. What on earth can I do? Chelle wants me to fight him, but he's bigger than me and his brothers are really tough.

Please help.

Philip Green
Hull

Oh dear, you are in a fix, aren't you? If you pretend to chuck Chelle, Jonathan's bound to be suspicious and it'll only be a matter of time before he discovers the truth and steals your bike again, or even gets his brothers to give you the bashing of a lifetime. The two options open to you seem to be to either get a gang together, and beat up Jonathan and his brothers, or to chuck Chelle. Chucking Chelle would seem to be the quickest way of getting your bike back, and you'll also avoid the beginnings of a small scale gang warfare. So chuck Chelle, dear, but let this be a lesson not to share your girlfriends in future.

The weekly...

The trouble with trying to write an ad for New Computer Express is there are so many good reasons to buy it you don't know which to mention first.

Should it be the **spectacularly low** cover price of **48p**?

Or the fact that because it comes out **every week**, it's bang up-to-the-minute on news and reviews?

What about its remarkable **buyers' guides** packed with **detail** and **fact-backed** opinion?

Or its **crystal clear** series of articles aimed at computing **beginners**?

Perhaps it would be better to start with the point that each issue includes a special **info-crammed** section dedicated to **each** of the main computers.

Not forgetting the magazine's **dynamic**, modern layout.

Or its string of remarkable news **exclusives**.

Or its **mischievous** sense of humour.

Or its **brash**, exciting approach to all things computing.

Or its ad pages packed with the **latest bargains** (and made irresistible by the magazine's unique discount voucher scheme).

The fact is, it's dangerous to start anywhere with New Computer Express. Once you do, you're **hooked for life.**

Where to Buy

New Computer Express goes on sale every Thursday in all leading newsagents. In case of difficulty you can get hold of the latest issue by sending a cheque for 75p (inc P&P) to **Express Copies, Future Publishing Ltd, Somerton, Somerset TA11 7PY.**

Save £££££££!

Each issue of Express includes a page of fabulous money-off vouchers. These allow you to save a fortune when ordering from advertisements inside the magazine – and your choice of goods isn't limited to specific items. You can make savings on *any* order from participating advertisers.



...that's taken computer users by storm

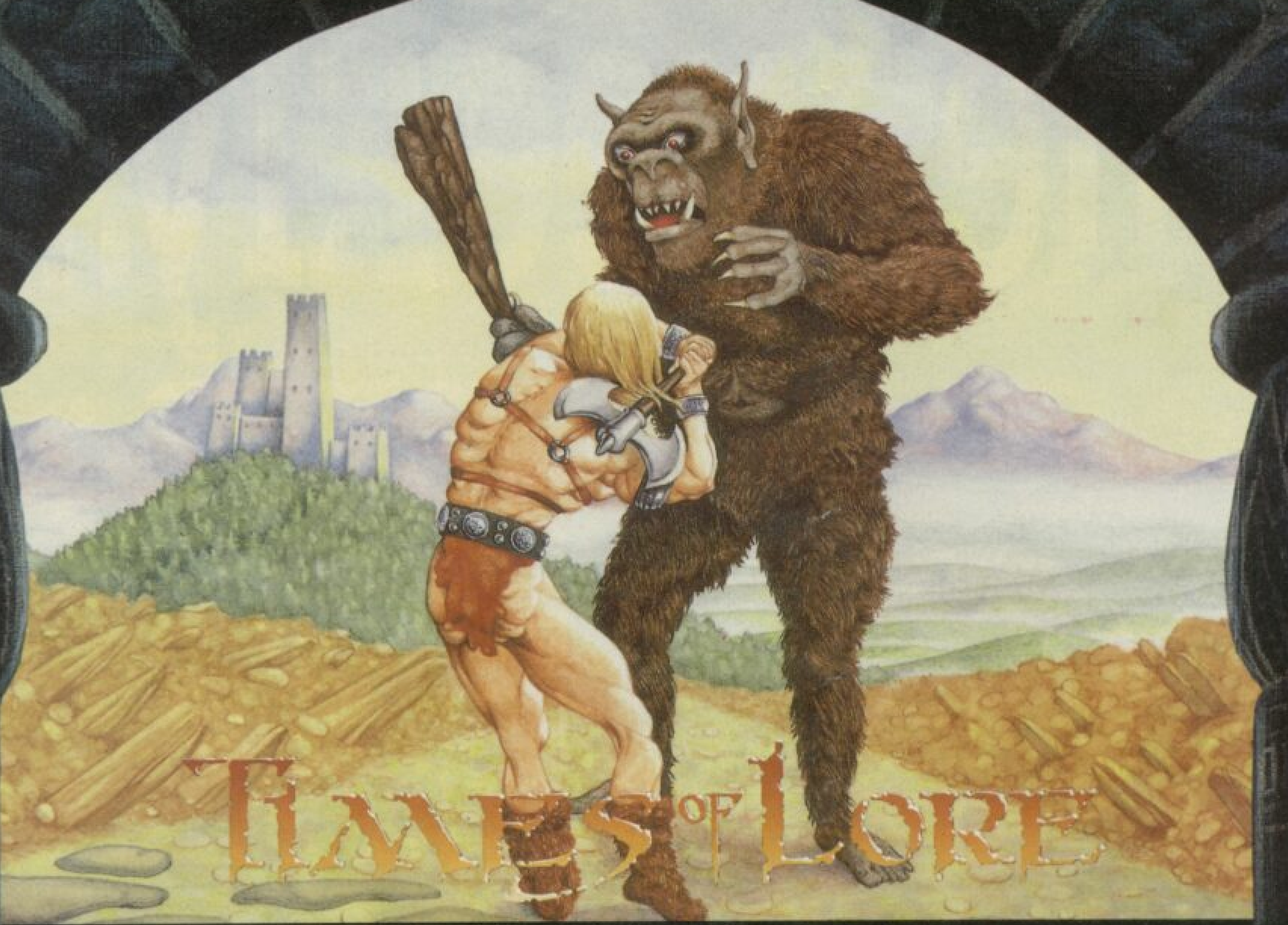
What readers say

"I congratulate you on releasing such a +%*!?@ brilliant mag."
Ronni Stirling, Glasgow

"Your competitors are doubtless quivering in their snow-boots. Your magazine is infinitely superior. It's suddenly worthwhile getting out of bed on Thursdays again."
Don Howard, Croxley Green, Herts

"Our warmest congratulations on the first issues of New Computer Express. We have immediately cancelled our long-standing order with *******. It will be interesting to note how long you can maintain your unbelievable price of 48p."
H J Mueller, The Adventure Club

"Yours is by far the best weekly computer magazine on the market."
Roger Davis, Southampton



Commodore Amiga



The Knight one of three character classes.

Atari ST



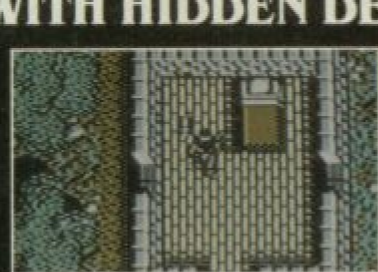
Converse through simple commands and menus.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

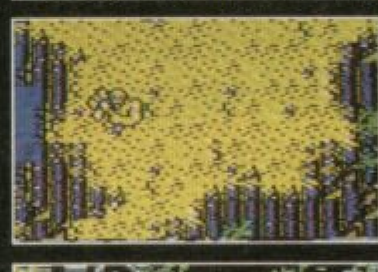
Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



C64/128



Spectrum



Amstrad

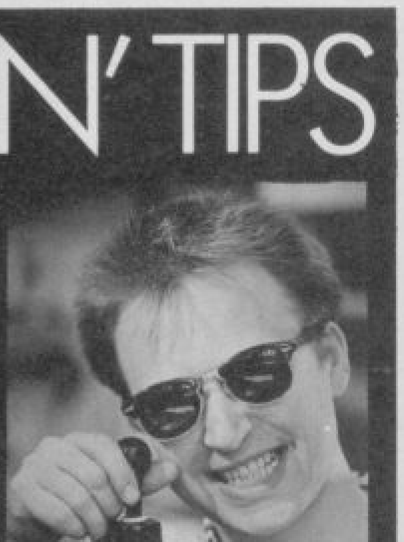
ORIGIN

Journey through an immense world of cities, dungeons, and a stunning variety of natural terrain.

Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

HINTS 'N' TIPS

YS TIPSHOP



Springier than Spring, tangy as a lemon and twice as easy to digest, it's Phil South and his amazing technicolour Tipshop, the ONLY dispensable digest of YOUR hints and tips! Yee hoo!

Yes, there's a nip in the air... and the first person to make an off colour joke about Japanese people could find a ninja in their wardrobe when they least expect it! It's fun being a computer buff, innit readers? I like it, I'm sure. I mean only the other day I was saying to Teresa, Ms Maughan, or can I call her T'zer? Don't you just love being a Speccy buff? She didn't reply, she just scribbled a little note on my P45 and gave it to me. Hah! The humour of the girl. I read it when I picked myself up out of the gutter. It said "Dear Phil, or can I call you Mr South... You're fired!" Ha ha ha ha ha ah... She's got a million of 'em.

But I've got more — hints and tips that is. There's so many hints and tips in this issue in fact, I've had to shred them up and feed them to Pippin The Wondermule just to get them to fit on the page! Oh, and thanks and a big hi to all of you who sent me a really good tip but didn't get it printed. It wasn't because it was bad... it just got lost in a little crevice in Pippin's digestive system. *(Euk! Ed)* Yes folks! Anything's possible in the wacky world of *YS*. Nyuk nyuk!

Anyroad, enough of this 'horse feathers', and on with the tips. Whinnnieee!

Moonstrike

Dean Ashton? Worra hacker! I know I side-stepped you at the PC Show, old bean, but I just didn't have the time to stand about and chat. I had lots of freebies to collect. I mean, what's the point of going to the PC Show if you can't go round collecting a lot of useless paper in plastic bags, eh? Anyway, catch you at the next ZX Microfair... Okay, give us your cheat for *Moonstrike*. **"When it says 'Press Enter To Continue' or whatever, type CHEAT! for 255 lives."** Brill, Dean. Any more?

Qarx

A cheat on a *YS* cover game? Why you naughty little **Dean Ashton** you! Okay, let's have it. **"Enter HI GREG as a hi score name. Then pressing Z, S, D, G, H and B together gives you eight lives and moves you to next level. Wow!"** Wow indeed. Any others?

Empire Strikes Back

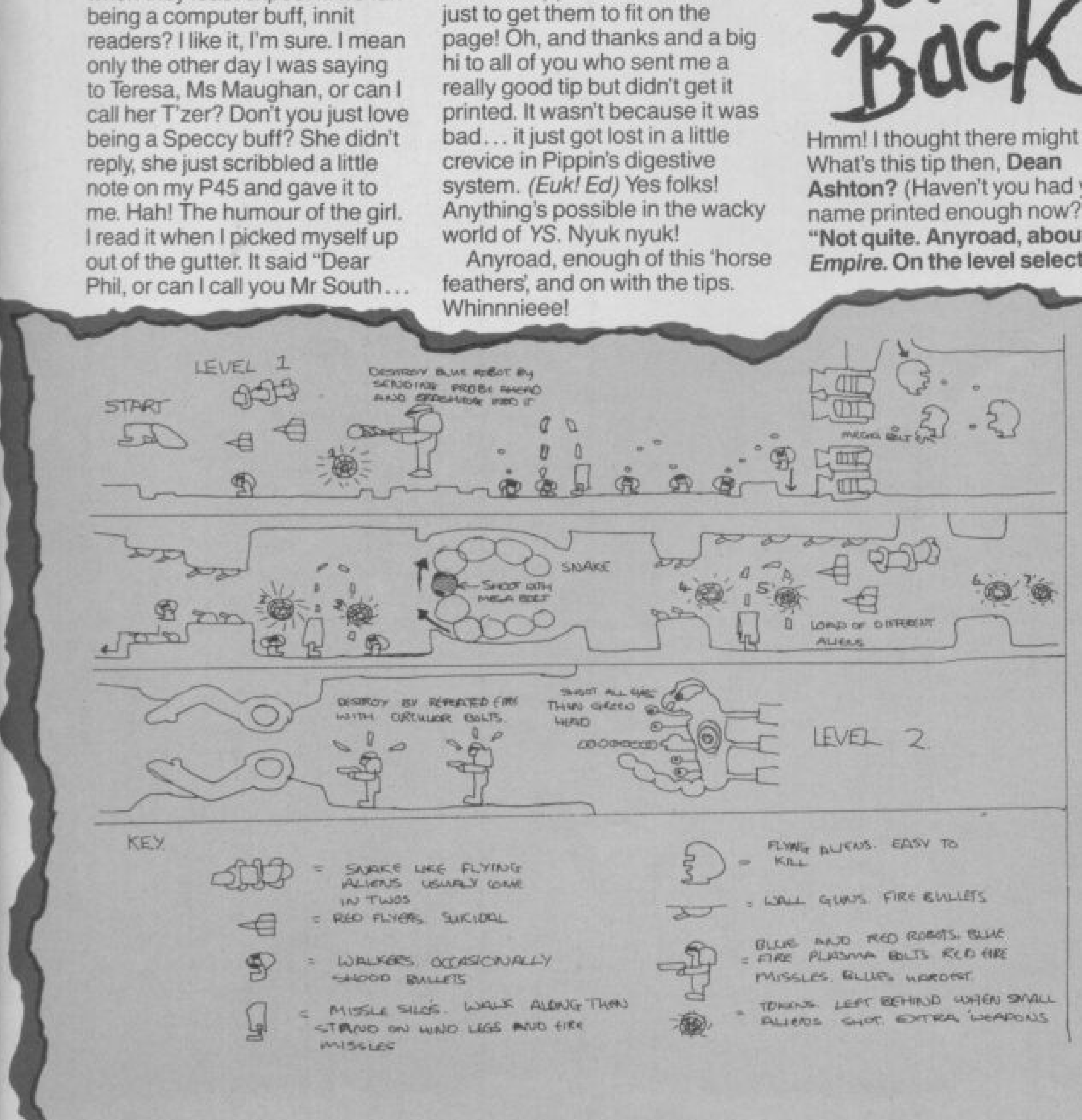
Hmm! I thought there might be. What's this tip then, **Dean Ashton?** (Haven't you had your name printed enough now?) **"Not quite. Anyroad, about *Empire*. On the level selection screen, press CAPS, Z, X, C, V together for Infy Lives. That really is all! Bye!"** Oh, right, has he finished? Oh. Alright. Blimey, he doesn't hangabout, does he? Thanx anyway. And make sure you seek me out at the next PC show... that leaves me at least six months to think of a good excuse to avoid you. Hah!

Great Giana Sisters

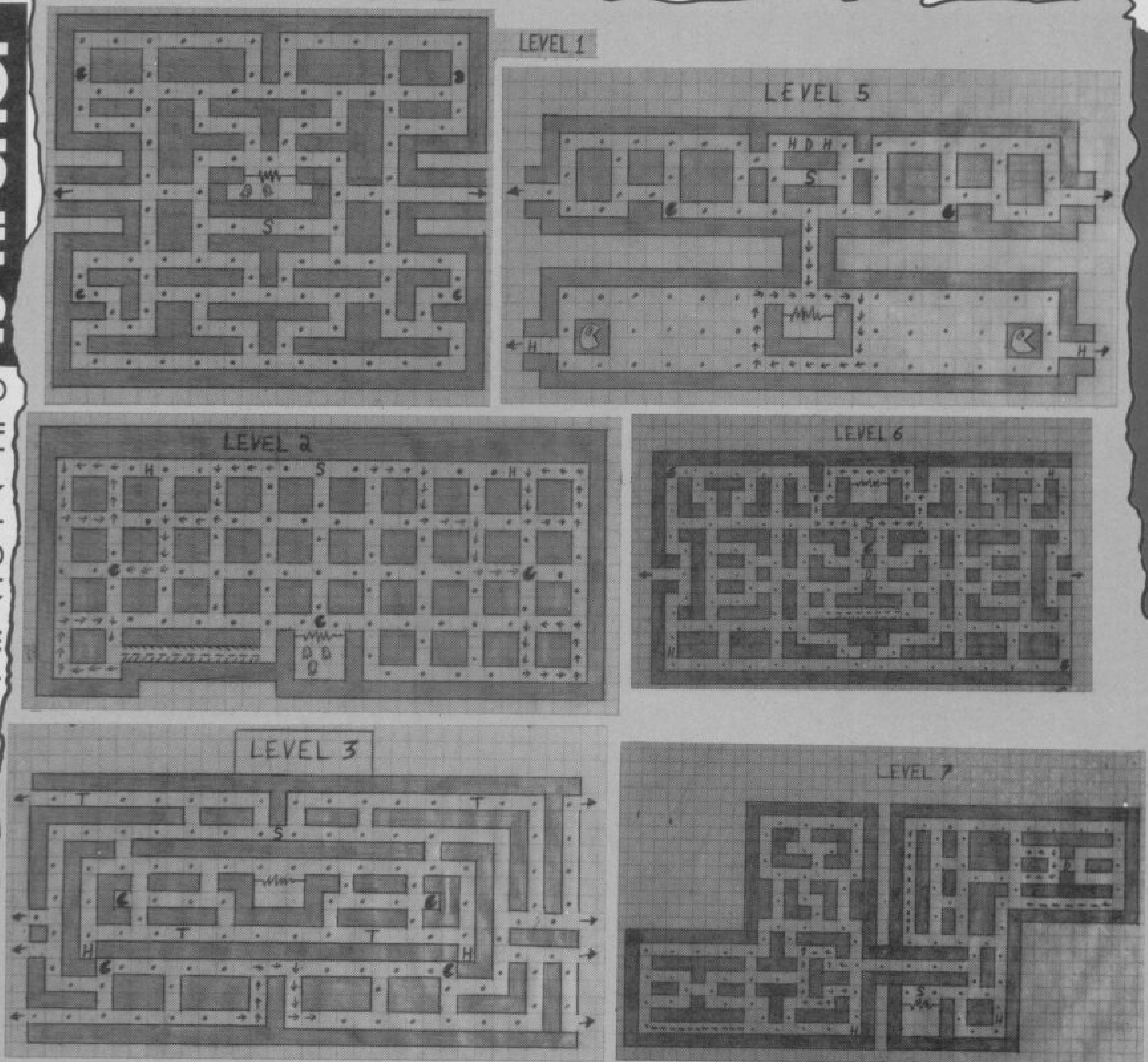
For those of you lucky enough to get a copy of this game before it was axed, here's a little tippette from **Colin Smith**. I don't think it's anything like *Super Mario Bros*, personally. What about *Wonder Boy*? That's just like it too, but you don't see people getting all irate about that, do you? Hurrumph! Anyway Colin, away you go. **"Hi Phil. Here's a quick tip for *The Great Giana Sisters*. On level three work your way across the sea until you reach the second bonus block. Keep walking and kill the alien. Then position Giana directly under the last block and jump as far as you can. You will suddenly find a new block. Keep jumping and hitting this block and you'll be magically transported to level six. If you get into the high score table, enter PACMAN and watch what happens on level one."**

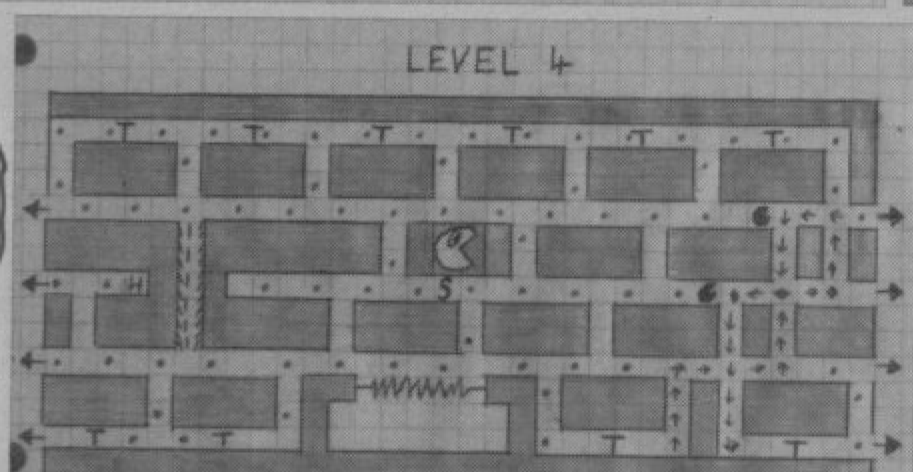
Thanx, Colin. Try this one out, chaps and let me know what happens. I don't have a Spectrum copy of *Giana* in the Stately Snout Mansion archives, and I'm kinda curious. Okay, what's up next?... ah yes.

R-Type



And thanks to **Neal Molyneaux** for this spiffling *R-Type* map which he drew on the back of a matchbox. Ink-redible, eh readers? (Groan!)





G Ghost Muncha
H Ghost Squasha
D Bull Dozer
T Trapdoor
• Dots to Gobble
Shoot dem ghosts

Weird but interesting is this mapperama of *Mad Mix*. It's fab to see people working overtime on such trivia, but don't stop. Anything which could conceivably help someone beat the game is fair enough. Got that? So thanx to **Robert Sorfleet** *(What did he walk all the way here? Oh, sorry. I thought you said Sore Feet. Ed)* for this map.

PART ONE
Mad Mix

PRACTICAL POKES

***It's not a loo full of Tripe Kiev, but a pocketful of POKEs courtesy of* David McCandless.**

Yes, Spring has sprung and a young man's thoughts turn from post new year blues, to POKEs manoeuvering moves. Mind you, I've been struggling with Grandma manoeuvering moves lately, trying to convince the ol' fruit cake that the microwave *isn't* the economy-sized water closet we've just installed, and that she shouldn't leave her M & S ready meals in there. But while I've been struggling, you lot seem to have been *playing* rather than POKEing them thar games! It's not good enough you know. So send them POKEs in quick, or I'll end up microwaving myself along with Grandma's Tripe Kiev.

OVERLANDER

Thomas Varner and **Dean Ashton** are first into this month's melee with hacks for both versions (128 and 48) of that corker from Elite, *Overlander.* I don't actually know what the POKEs do, but I'm sure they do something useful like supplying a columnist with POKEs or something.

```
ASHTON
  20  CLEAR 24999: LOAD ""CODE :
 LOAD ""CODE
  30  RANDOMIZE USR 28672: LOAD
""CODE 16384
  40  LOAD ""CODE : CLS : LOAD "
"CODE : LOAD ""CODE
  50  FOR x=63876 TO 63885: READ
 a: POKE x,a: NEXT x
  60  DATA 175,50,87,115,195,0,9
1,225,251,201
  70  RANDOMIZE USR 63744
```

```
VARNER
  20  CLEAR 24999: LOAD ""CODE 1
6384
  30  LOAD ""CODE : LOAD ""CODE
: CLS
  40  LOAD ""CODE
  50  FOR x=63620 TO 63629: READ
 a: POKE x,a: NEXT x
  60  DATA 175,50,81,115,195,0,9
1,225,251,201
  70  RANDOMIZE USR 63488
```

SWORD SLAYER

Dean "bah-gumm" **Ashton** again, this time with his splendiferous hack for this cheapie slice em-up. Pity other people couldn't slice up some POKEs while they were around.

```
5456  REM SWORD SLAYER 48k
  20  CLEAR 32767: LOAD ""CODE 6
5088: POKE 65092,240: POKE 65093
,0
  30  FOR x=65355 TO 65362: READ
 a: POKE x,a: NEXT x
  40  DATA 62,182,50,114,204,195
,189,185
  50  RANDOMIZE USR 65088
```

```
5456  REM SWORD SLAYER 128k
  20  CLEAR 32767: LOAD ""CODE 6
5088
  30  POKE 65108,240: POKE 65109
,221
  40  RANDOMIZE USR 65088
  50  POKE 65430,176: POKE 65431
,255
  60  FOR x=65456 TO 65463: READ
 a: POKE x,a: NEXT x
  70  RANDOMIZE USR 65324
  80  DATA 62,182,50,183,204,195
,0,184
```

ELITE + 3

Now here's a clever man. He's got a funny name, but he's still a clever man. **Derek Guyan** has hacked the +3 version of that inter-galactic space corker, *Elite*. Let's hear it for Derek (sound of crashing applause).

```
   5  POKE 23658,0: PRINT "Put i
n elite disc and press g  to loa
d"
   6  IF INKEY$<>"g" THEN  GO TO
 6
  20  CLEAR 65535
  30  LOAD "file1"SCREEN$
  40  LOAD "elite"CODE
  50  FOR i=1 TO 1000: NEXT i
  60  FOR i=43090 TO 43134: READ
 a: POKE i,a: NEXT i
  70   POKE 43047,0: POKE 43071,
3
  80  POKE 43077,4: REM Missiles
  90  POKE 43086,1: REM docking
comp
 100  POKE 43049,255: REM loadsa
 dosh
 110  RANDOMIZE USR 29035
 120  DATA 74,90,72,2,83,183,56
 130  DATA 173,156,20,29,21,5,3
 140  DATA 17,18,26,14,39,8,0,0
 150  DATA 10,25,0,0,62,14,17
 160  DATA 12,0,0,64,39,8,1,42
 170  DATA 77,143,242,136,5,0
 180  DATA 20,173
```

OVERKILL

There's a new band of hackers in town. Down from the northern wastes here come the Scottish Beserkers, their kilts flying high (but not that high), waving their double-bladed dissassemblers, ready to do battle with the mass of games sent up north to resist them.

Well, it's the **Aberdeen Hackers** actually.

```
  10  CLEAR 27849: LOAD ""SCREEN
$
  20  LOAD ""CODE : POKE 42965,0
: POKE 37563,0
  30  RANDOMIZE USR 30600
```

OPERATION WOLF

Graham Mason's annihilated this corker to bring you the very best in POKEs

```
   1 FOR a=23296 TO 65535
   2 READ f: IF f=999 THEN  RAND
OMIZE USR 23296
   3 POKE a,f: NEXT a
   4 REM Infy Ammo Never Die Try
 Pressing Qwert When Playing
   5 REM Its a Turbo Mystery Hac
k
  10 DATA 243,62,255,55,221
  11 DATA 33,203,92,17,162
  12 DATA 10,205,86,5,48
  13 DATA 241,175,50,35,93
  14 DATA 205,22,93,30,101
  15 DATA 33,180,244,1,52
  16 DATA 10,53,31,35,120
  17 DATA 177,32,249,29,123
  18 DATA 211,254,32,237,62
  19 DATA 202,50,106,251,205
  20 DATA 92,251,62,200,50
  21 DATA 123,251,205,109,251
  22 DATA 33,76,91,175,50
  23 DATA 43,252,34,22,254
  24 DATA 49,0,0,195,222
  25 DATA 254,62,201,50,80
  26 DATA 254,205,64,254,175
  27 DATA 50,6,159,50,233
  28 DATA 158,50,254,162,50
  29 DATA 255,162,195,0,128
  30 DATA 999
```

QARZ

Great game, great game. Unpronuncable and an excellently rebellious statement against the Thatcherite autocracy (Oo-er, little bit of politics there) and still great to boot. And now here's a comprehensive hack from our regular hack-sender, **Roy Goodall.**

```
  10  CLEAR 32767
  20  LOAD ""CODE 65024
  30  POKE 65042,0: POKE 65043,9
1
  40  FOR f=23296 TO 1e9: READ a
  50  IF a<999 THEN  POKE f,a: N
EXT f
  60  RANDOMIZE USR 65024
  70  DATA 62,205,50,142,254
  80  DATA 62,18,50,143,254
  90  DATA 62,91,50,144,254
 100  DATA 195,128,254
 110  DATA 62,255,50,196,175: RE
M 255 lives
 120  DATA 62,1,50,191,175: REM
1=start level
 130  DATA 175,50,240,179: REM I
nfinite lives
 140  DATA 175,50,120,179,50,121
,179: REM immunity
 150  DATA 62,183,50,58,177: REM
 Infinite time
 160  DATA 195,0,163,999: REM EN
D MARKER
```

METROPOLIS

Guess what adjective I'm going to use to describe this game I've never even heard of? Right! Splendiferous — a splendiferous game. And to describe the **Tefal Men**'s hack? Wrong! Anyway, here it is.

```
10  LOAD ""SCREEN$
20  CLEAR VAL "23999"
30  LOAD ""CODE
40  POKE VAL "51062",201
50  RANDOMIZE USR VAL "29106"
```

HACK OF THE MONTH

R TYPE

Here's a mega hack for a mega game by a mega hacker **Graham Mason**, which deservedly places him high up on the 'Great Heroes Of Hacking' pedastal. Note: stop your *R-Type* tape when the border flashes; restart the tape when border becomes black.

```
   1 FOR a=23296 TO 65535
   2 READ f: IF f=999 THEN  RAND
OMIZE USR 23296
   3 POKE a,f: NEXT a
   4 REM R-Type Infy Lives And A
ttempts
   5 REM Its a Complete Mystery
To Turbo As Well Crash
  10 DATA 243,62,255,55,221
  11 DATA 33,203,92,17,195
  12 DATA 11,205,86,5,48
  13 DATA 241,175,50,35,93
  14 DATA 205,22,93,30,119
  15 DATA 33,147,243,1,85
  16 DATA 11,52,11,35,120
  17 DATA 177,32,249,29,123
  18 DATA 211,254,32,237,62
  19 DATA 202,50,123,251,205
  20 DATA 109,251,33,60,93
  21 DATA 175,50,43,252,34
  22 DATA 22,254,49,0,0
  23 DATA 195,222,254,62,201
  24 DATA 50,80,254,205,64
  25 DATA 254,33,90,93,17
  26 DATA 22,106,1,10,0
  27 DATA 237,176,195,0,106
  28 DATA 175,50,254,145,50
  29 DATA 149,146,195,253,133
  30 DATA 999
```

MULTIFACE CORNER

This section has also been affected by the post-new year blues. So I've done my best considering... winge... moan... winge... mooooooooaan.

Game	POKE	EFFECT
ARTURA	32138,182	Energy
BLADE WARRIOR	39490,36	Lives
	39263,201	Immunity
	37135,0	Time
ELITE 128K	43071,3:43072,3: 43074,3: 43075,3	Mining Lasers
	43078,1	Large Cargo Bay
	43079,1	ECM System
	43082,1	Fuel Scoop
	43083,1	Escape Pod
	43084,1	Energy Bomb
	43085,1	Energy Unit
	43086,1	Docking Comp.
	43049,x	x=money *256000
	43122,192	ECM and Cloaker
OPERATION WOLF 128K	40840,0	Lives
QARZ	44996,x	x=Lives
	44991,x	x=Start Level
	46064,0	Lives
	45944,0:45945,0	Immunity
	45370,183	Time
RETURN OF THE JEDI	46267,201	No Trees
	52140,0	Lives

PRACTICAL POKES

BLADE WARRIOR

I was quite impressed by this game. It has excellent sampled sound effects and splendiferous graphics. But nothing impressed me more than the **Tefal Men**'s hack for it. Absolutely marvelous!

```
  10  FOR f=65000 TO 65013: READ
 a: POKE f,a: NEXT f
  20  DATA 17,70,0,221,33,241,22
7
  30  DATA 62,255,55,205,86,5,20
1
  40  RANDOMIZE USR 65000: RANDO
MIZE USR 65000
  50  FOR f=58418 TO 1e9: READ a
  60  IF a=999 THEN  GO TO 260
  70 POKE f,a: NEXT f
  80  DATA 62,36,50,66,154: REM
LIVES
  90  DATA 62,201,50,95,153: REM
TIME
 100  DATA 175,50,15,145,195,0,1
28,999
 110  RANDOMIZE USR 58382
```

SCROLLING CREDITS

For some strange reason, the POKEs have dried up but the letters keep flooding in, even thicker and faster. Here is a list of people who've written in with requests I'm unable to deal with I'm afraid. So sorry to **Simon Janda, Jason Harris, Chris Merriman, I. France, Mr. Hadley, Peter Whitmore, Mr. Ralph, Mr. Sage, Mr. Richardson, Shawn Abrams, R. Dillon, G. Johal, D. Lyden, D. Young, Callum Whiting, D.A. Lummer, John Hodge, G.G. Robertson, Tim Roberts, Robert Smith, Miles and Nathan, Richard Butler, Mr. B. Ruck, M. Colledge, Neil Kingham, Mr. J. Rollinson,** and **Gordon Inglis.**

CRASH PREVENTOR

Read this part carefully and follow the steps just as – carefully if you want to get the POKEs to work:

If the POKE is a Basic listing:

1) Type in the hack program and double check that data.
2) Save it onto tape for later use.
3) Rewind the game tape to the start.
4) RUN the hack program.
5) If 'integer out of range' appears then you have a number over 255 in the data, go back and check it.
6) If 'error in data' appears then you have typed in the data wrongly, go back and check it.
7) If nothing appears then play your rewound game tape.
8) Give those aliens one from me, eh?

If the POKE is a multiface job:
1) Make sure you have a multiface.
2) Load the game.
3) Once loaded, press the red button.
4) Press T then SPACE.
5) Enter the address.
6) Enter the value for that address.
7) Press ENTER.
8) Press Q then R.

ADIOS

Well that's it for another emaciated, POKE starved month. Tune in next month for some more POKEs, hacks and wise cracks. Until then, if inspiration socks you one in the eye, send the results (wiping off the blood first) to, David McCandless, Practical Pokes, *YS*, 14 Rathbone Place, London, W1P 1DE.
Byeeeeeeee!

DR. BERKMANN'S CLINIC

Phew! 'Sfunny in this doctoring game, y'know. Some months, that postbag's a-bursting with gamesnags galore. Other months – for instance when you have to write your column about 30 seconds after the last one – there's nary a letter between here and eternity, or at least Colchester. So, if we have a slightly abbreviated Clinic this month, blame it on the sunshine, blame it on the good times, blame it on the moonlight, but don't blame it on the boogie. *(Eh! Ed)*

FOOTBALL DIRECTOR

This game just won't leave us alone, and I have to admit that over Christmas I spent an absolutely *ridiculous* amount of time trying to get into Division 1 without a cheat – probably because it was either that or watching Paul Daniels with my grandmother. Anyway, one **James Bell** writes in with what sounds an all too familiar complaint.

"Every time I play a whole season there are games that are postponed and so by the end of the season some teams are behind me in the number of games played. Then when I have played my final match the computer resets. Has this happened to you or any of your readers?"

'Fraid so, old son, and the only cause that I can see is a tiny bugette that sometimes mucks things up. You'll notice it when you're playing a cup game and there's a longer than usual pause, whereupon a huge list of other fixtures appears where it shouldn't and the whole season seems to be thrown out of kilter. Sometimes there's no problem, and the season ends itself without any more problems, but as you say, sometimes it crashes at the end, which can be very frustrating indeed. Just make sure you always save after each season, and if one crashes, you can always load the previous one and try it again. Or you can chuck the Speccy out of the window with frustration – it's up to you.

ZUB

First game I ever reviewed for the old mag, this... sigh, those were the days. *(Get on with it. Ed)* Still, **Keith Apperley** has an interesting query...

"Is there really a hidden game in *Zub*, and if so, how do I get into it? This has been puzzling me for yonks, so could you please tell me?"

Certainly can, Keith. It's called *Lightfarce*, and it's a vertical scroller in the *Lightforce* mould (surprise, surprise). To boot it up, load the game as normal and then press 1,3,5 and 7 at the same time. The game was apparently a project to see if the programmers could write a game in a day – and they did it!

Incidentally, if you press 2,4,6 and 8 instead, you get a cheat mode for *Zub*. Neat, huh?

RENTAKILL RITA

A few tut tuts from Clinician **Derek Elliott,** who found that the POKE we gave for *Rentakill Rita* in the October issue didnae work. Sorry about that, Del – but fortunately, I see, you've come up with some replacements, isn't that right? "You bet, Dr B. All you have to do is borrow a couple of multiface POKES c/o Diddy *Dave McCandless'* Multiface special, like so. Shazam! "Merge" the loader and add lines

```
43 POKE 58449,0:POKE 57979,0:REM
INFINITE LIVES
46 POKE 58520,0:REM INFINITE
SPRAYS
48 POKE 58229,0:REM INFINITE FOOD
```

Save to tape and run in the usual way, and Robert's your avuncular relative!" Del adds, "Hope you don't mind us poor souls without Multifaces borrowing the POKEs. I wonder if this method will work with any other games? Interested to hear any replies you get." Moi aussi, vieux pomme de terre.

MEGAHAYLP

Wossis? Four letters about *Last Ninja 2?* And two from the same person? This geezer is seriously stuck! 'Tis **Robert Kell,** no less, who writes:

"I can't get past the second part of the river in *Last Ninja 2*. I can get past the first part – you just jump onto the boat – yes, over the side (SPLOSH).... and it said (glub) you need the pole (splutter) to get past it. Rather as I do now, as I'm drowning. Haylp!"

William P, meanwhile, has similar gamesnags. "First problem is that I cannot get off level one. I think I have all the objects: pole, throwing stars, [something I can't read here, Spec-chums, but it looks like 'manchuks'. Is that right?] hot dog, key and map. Do I need anything else? Oh, and how do I use an object?"

S Burgues is also up a gumtree. "Could you please tell me if you can kill the juggler in *Last Ninja 2?* If so, how do you do it?"

Right, probs aplenty for you noble and splendid Clinicians, These *YS* readers need your help. Please write to the usual address and badges will be doled out to anyone who gets mentioned.

Unless of course you win the Complete Solution Of The Month compo.

HAYLP!

Who's in the waiting room today? Nurse!

Ah, it's **Robert Hill,** who's got stuck in the oldest game still played on the Speccy, *Manic Miner.* "I can only get to the warehouse but no further. Any hints on how to get out of it would be greatly appreciated."

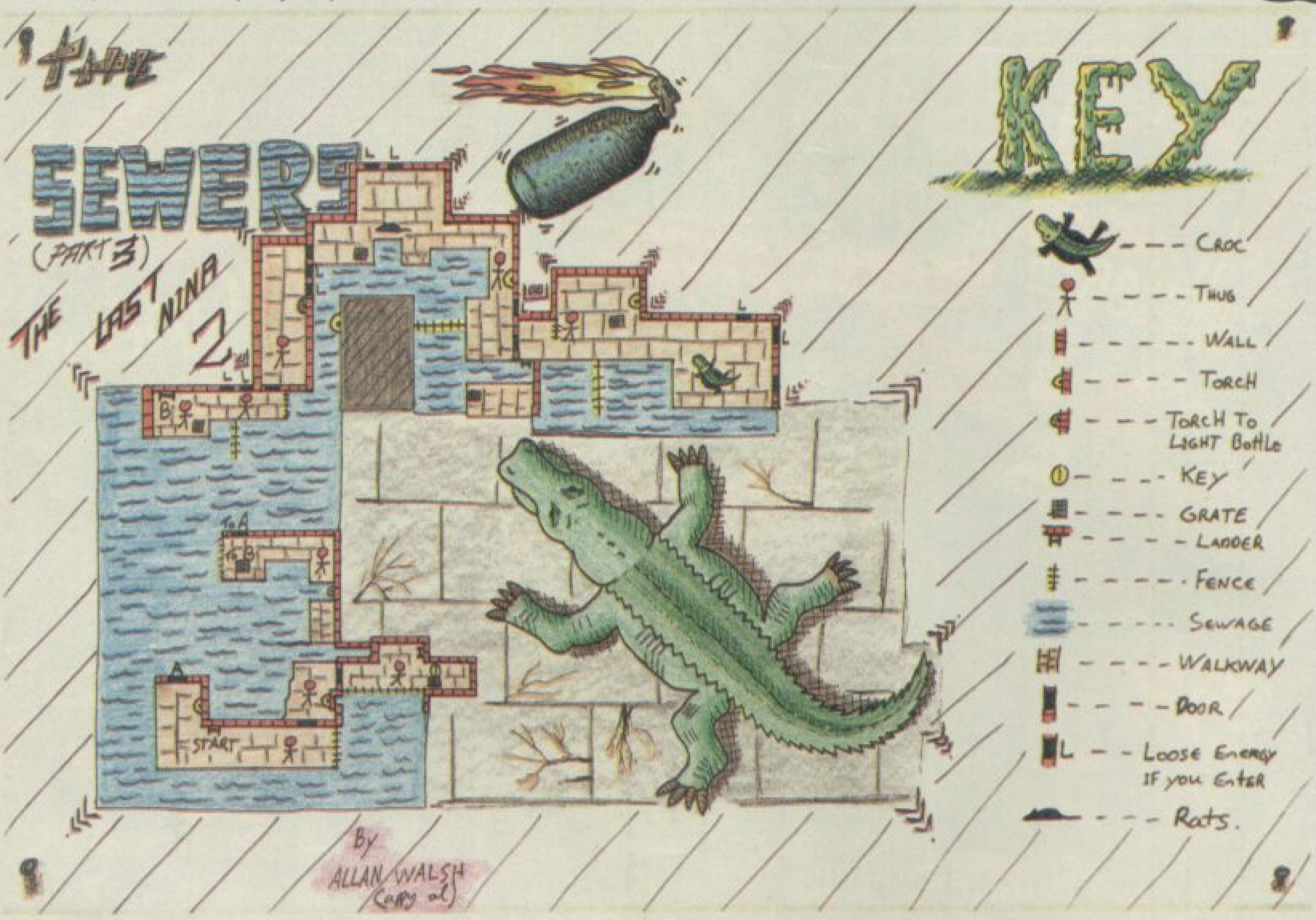
Simon Morgan, meanwhile, has a bizarre problem on *IK+*. "Could you please print a POKE for *IK+* to give the player the option of redefining his own keys. I think it's a good game, but I can't get to grips with the default keyboard." Any ideas?

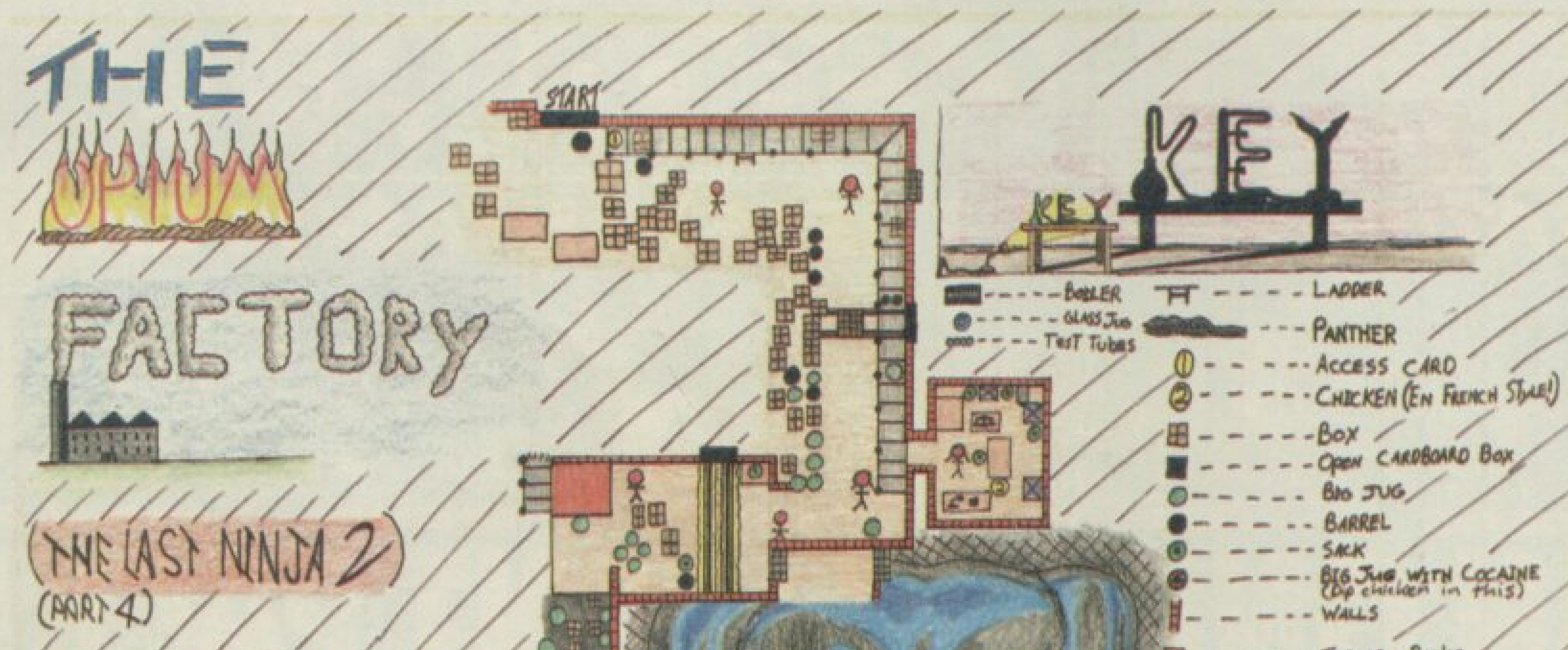
Lastly, for this month (short Clinic I know, but sweet? Certainly.) *(Get on with it. Ed)* here's **Glenn Furniss.** "Can you help me to finish *Dustin?* I can get to the so-called 'exit' at the top of the jungles, but there is a cannibal blocking the way. How do I get past it?"

Send your gamesnags or answers to these questions to Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. As ever, anything printed will win a badge. And for the best Complete Solution Of The Month, there's three spanky new games on offer. See you next month!

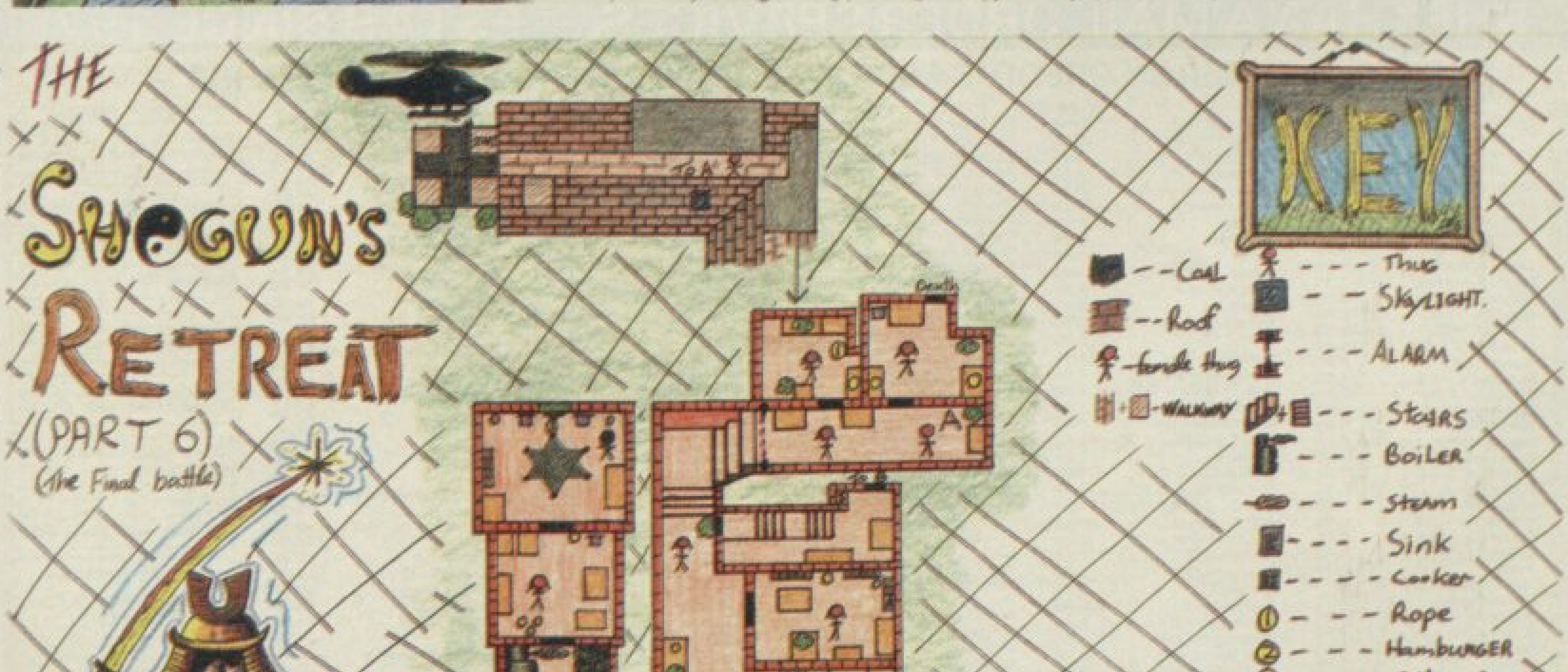

THE GREATEST SPORTS COMPILATION EVER!
GAME SET AND MATCH 2
ocean
FEATURING ALL THESE FANTASTIC GAMES
MATCH DAY II
WINTER OLYMPIAD
SUPER HANG ON
BASKET MASTER
STEVE DAVIS' SNOOKER
IN ONE BRILLIANT PACK!
TRACK & FIELD
NICK FALDO'S OPEN
SUPERBOWL
IAN BOTHAM'S TEST MATCH
CHAMPIONSHIP SPRINT
DISK
£17.95
DISK
ocean
CASSETTE
£12.95
CASSETTE

To add to the superb job he did on the *Ninja II* maps last time, here's the rest of them, and very fine they are too, **Allan Walsh.** There's a future in illustration for this lad, or I'm a pig in a suit. *(You're not? Ed)* Hey, stop that!






THE OFFICE BLOCK
(part 5)
LAST NINJA 2
By allan walsh (appy al)
KEY
GRATE
DESKS OR TABLES
DOORS
WALLS (Have ears!)
RADIATORS
MALE THUGS
FEMALE THUGS
SEATS
STARS (Twinkle)
JUG
BIN
PLANTS (nice greenuns)
TERMINALS
Collect number to be used in last part
To open passage behind it.
FAN (well fancy that!)
Ladders
Boxes
Filing Cabinet
STONE GARGOYLE


THE SHOGUN'S RETREAT
(PART 6)
(the Final battle)
Coal
Roof
female thug
WALKWAY
KEY
Thug
SKYLIGHT
ALARM
Stairs
Boiler
Steam
Sink
Cooker
Rope
Hamburger
Orb
Wall
Door
fence
PLANTS
pots
Bookcases
Chair
Light switch
ALARM Shutoff
Kuntoki
Table/desk/cupboard
Picture and safe
THE LAST NINJA 2
Mapped By ALLAN WALSH [APPY AL]

BYRITE SOFTWARE

SPECTRUM £1.99 EACH OR BUY TWO GET ONE FREE

Orbix, Sky Runner, West Bank, Battle of the Planets, Sir Fread, Specgraf, Equinox, Revolution, Pole Position, Toy Bizare, Fighter Pilot, Action Reflex, Sailing, Fighting Warrior, Red Scorpion, Fifth Quadrant, Cosmic Shock Absorber, Pulsator, Xarq, Temple of Terror, Deactivators, Bride of Frankenstein, Xcel, Ballblazer, Skyfox, Hacker, The Big Sleaze, Through the Trap Door, Mooncresta, Rogue Trooper, Pyracurse, Moonlight Madness, Knightmare, Killer Ring, Kinetic, Mission Omega, Biggles, Wibstars, Hybrid, 10th Frame, Triaxos, Druid 2, Gyron, Lords of Midnight, Life of Harry, Prodigy, The Eidolon, Cop Out, Dark Empire, Koronis Rift, Bubbler, Tempest, Twister, Mermaid Madness, Deathscape, Greyfell, Deadringer, Hacker 2, Nihlist, Tujad, Mountie Micks Deathride, Les Flics, Impossible Mission, Space Shuttle, Jerry the Gem, Costa Capers, Avenger, Nemesis, The Warlock.
(Please choose alternative games to avoid disappointment)

SPECTRUM £2.99 EACH

Death or Glory, Winter Olympiad 88, Colour of Magic, Headcoach, Ramparts, Slaine, Dark Sceptre, Black Lamp, Implosion, Jailbreak, Nemesis, Gunslinger, TT Racer, Chuckie Egg, Crosswize, Venom, Strikes Back, Strip Poker II, Jet Set Willy II + Manic Miner, Galatic Games, Express Raider, Winter Games, Guadalcanal, Lazer Tag, Teladon, Championship Sprint, Falcon Renegade Lord, Captain America, Hysteria, International Karate +, Blood Valley, Survivor, Northstar, Dragons Lair, Escape from Singe's Castle, Karnov, Supersprint, Diamond Black Magic, Tetris, Samuri Trilogy, Gothik, Gee Bee Air Rally, Centurions, Rampage, Star Raiders II, Magnertron, Earlight, The Living Daylights, Zynaps, Cholo, Thing Bounces Back, Winter Games, Chess Master.

SPECTRUM MISCELLANEOUS

Rotronics Wafadrive + 1 Free 64K Wafa £17.49 inc p&p.
Extra Wafadrive Cartridges
16K £2,99 each, 64K £3.50 each
Alphacom Paper (black) 5 rolls £10.95 inc p&p
Trojan Light Pen + Graphics Software (+2 only) £6.95
TV Aerial Splitter £1.50
Joystick Interface £5.95 Money Manager £2.99
Bizzicom (Business Control System) £2.99

SPECTRUM COMPILATIONS

SIX PACK VOL 2 £3.99 inc
Into the Eagles Nest, Batty, Ace, Shockway Rider, International Karate, Light Force.

COIN-OP CONEXION £2.99 inc
Breakthru, Express Raider, Metro Cross, Crystal Castles.

LUCAS FILM COLLECTION £2.99 inc
The Eidolon, Rescue on Fractulus, Ball Blazer, Koronis Rift.

FUN PACK 3 £1.99 inc
The Hulk, Levitation, Tremor.

NOW GAMES 5 £2.99 inc
International Karate, Hacker II, Prohibition, Rebel, St Hassle, Kat Trap

KIDS PLAY COMPILATION £3.99 inc
Xeno, Bounty Bob Strikes Back, Metabolis, Mailstrom, Starstrike, Night Gunner, Lunar Jetman, Marsport, Starrion, Monty on the Run.

GAME STAR SPORTS PACK £3.99 inc
American Football, Basketball, Baseball.

SPECTRUM EDUCATIONAL £1.99 each
Dance Fantasy, Kids on Keys, Kinder Comp, Alphabet 200, Fraction Fever, Agean Voyage, Make a Face.

SPECTRUM 90 GAMES COMPILATION JUST £9.95 + £1.50 P&P INC
Nightflite 2, Firestorm, Redcoats, Agent Orange, Gridrunner, Planetfall, Firestorm, Heathrow, Grid Patrol, Knot in 3D, Stayfire, Core, Dark Empire, Evil Crown, Nick Faldo's Open, Invaders, Xeno, Blood and Guts and many, many more!

GOLDEN OLDIES
Paper Boy £3.95. Outrun £4.95. Starglider £4.95

GREMLIN COMPENDIUM £2.50 inc
Shove-A-Sledge, Tiddy Drinks, Ludo, Snakes and Hazards



P+P 1-3 titles 75p; 4 or more £1.00.
Overseas orders add £1.00 per cass.
BYRITE SOFTWARE
Dept YS, P.O. Box 589, London N14 6SJ
01-882 6833



MAILSOFT

★★★ PRICE BEATERS ★★★ SIMPLY THE CHEAPEST MAIL ORDER COMPANY ★★★ PRICE BEATERS ★★★

** SPECTRUM **	OUR PRICE	** SPECTRUM **	OUR PRICE	** SPECTRUM **	OUR PRICE
1943 — D3	6.99	HEROES OF LANCE — D4	7.50	SUPERMAN	6.50
4 × 4 RACING	6.99	G.I. HERO	6.25	SDI	6.99
ACTION FORCE II — D2	6.30	IKARI WARRIORS — D2	6.50	TAITO COIN OPS	8.99
ACTION SERVICE	6.50	IMP. MISSION 2 — D3	6.99	TARGET RENAGADE — D2	5.99
ADV ART STUDIO	18.75	INTENSITY	5.99	TECHNO COP — D3	5.99
AFTER BURNER — D2	6.99	INTER KARATE +	6.99	THE DOUBLE	7.75
ALIEN SYNDROME — D3	6.30	IRON LORD — D6	9.99	THE FURY — D3	7.50
ANIMATOR I	9.99	JAIL BREAK	2.99	THE GAMES — D3	6.99
ANNALS OF ROME	8.99	JINXTER +3 DISK	8.99	THEATRE EUROPE	4.99
ARCADE FORCE FOUR	7.50	KNIGHT ORC	8.99	THUNDER BLADE — D4	6.99
ARKANOID II — D2	6.30	KONAMI COLL — D4	6.99	TIGER ROAD — D4	6.99
ARTIST II — 128K	14.99	KRYLIS	5.99	TIME STOODSTILL — D2	5.25
ARTIST II — 48K	12.99	LANCERLOT — D5	10.99	TIME + MAGICK — D3	10.99
ARTIST II — +3 DISK	14.99	LED STORM — D3	6.99	TIMES OF LORE — D3	7.50
ARTURA — D2	6.25	LIVE+LET DIE — D3	6.99	TOTAL ECLIPSE — D3	6.99
BARBARIAN II — D3	6.99	LINEKER HOTSHOT — D3	6.25	TRACK SUIT MANAGER	6.99
BARDS TALE — D3	7.50	LINEKERS SKILL — D3	6.25	TRIVIAL PURSUIT NG	10.99
BATMAN — D2	6.99	LAST NINJA 2	8.99	TYPHOON — D3	5.99
BATTLEFIELD GERMANY	8.99	MAGNIFICENT 7 — D4	6.99	UNTOUCHABLES — D3	5.99
BIONIC COMMANDOES — D3	6.99	MOTOR MASSACRE — D2	6.25	VICTORY ROAD — D3	5.99
BLACK LAMP — D1	5.40	M.O.T. UNIVERSE — D3	2.99	VINDICATOR — D2	5.99
BLACK TIGER — D3	6.99	NIGHT RAIDER — D3	7.50	VULCAN	7.50
BUBBLE BOBBLE — D1	5.40	MANSELLS RACING — D4	7.50	WE ARE CHAMPS — D4	6.99
BUGGIE BOY	5.40	OCEAN COMPETITION	10.99	WEC LE MANS — D3	5.99
BUTCHER HILL — D2	6.25	OCP ART STUDIO	8.99	WHIRLIGG — D1	5.99
CARRIER COMMAND — D2	9.99	OOPS	6.99	ZULU WAR	7.50
CYBERNOID II — D2	6.25	OPERATION WOLF — D3	5.99		
DANDY	6.50	OUTRUN — D3	6.99	**JSTICKS & ACCESSORIES**	
DARK FUSION — D2	6.40	OVERLORD — D2	7.50	10 × 3" DISKS	24.99
DARK SIDE — D2	6.99	PACLAND	6.30	PLUS +2/+3 COVER	4.99
DOUBLE DRAGON	6.99	PACMANIA	6.30	PLUS 2 JOYSTICK LEAD	3.99
DRAGON NINJA — D3	6.99	PEGASUS BRIDGE	8.99	PLUS 3 CASS LEAD	3.99
DYNAMIC DUO	5.99	PETER BEARDSLEY	6.30	MULTIFACE 128K	38.99
DJTOMS OLYMPICS — D4	6.99	PRO SOCCER — D2	5.99	MULTIFACE 3	38.99
ECHELON — D3	7.50	PUFF'S SAGA — D3	6.99	MULTIFACE 3+T.PORT	43.99
ELITE	7.50	PSYCHO PIGS UXB — D4	8.99	DUAL PORT T/FACE	12.99
EMPIRE STRIKES — D2	6.99	QUESTION SPORT — D3	10.99	INTERFACE +3	8.99
ESPIONAGE — D1	6.50	RAMBO III — D3	5.99	KEMPSTON INTERFACE	7.99
EXPLODING FIST+	5.99	RETURN OF THE JEDI — D3	6.99	CRUISER JSTICK	9.99
FIRE+FORGET	6.50	ROAD BLASTER — D3	6.99	CRUISER CLEAR	11.99
FIST+THROTTLE — D3	9.99	ROBOCOP — D3	6.99	PREDATOR JSTICK	11.99
FOOTBALL DIRECTOR	6.99	ROY OF ROVERS — D3	6.25	NAVIGATOR JSTICK	13.99
F. DIRECTOR 2 — D5	13.99	R-TYPE	6.99	KONIX JSTICK	8.99
F. MANAGER II — D3	6.99	SALAMANDER	5.25	KONICK — AUTO	9.99
F. BRUNOS BOX — D3	8.99	SAMAURAI WARRIOR	5.25	COMP PRO 5000 BLACK	11.99
GAME OVER 2 — D5	6.99	SAVAGE	5.99	COMP PRO 5000 CLEAR	12.99
G. SET + MATCH 2 — D4	8.99	SHACKLED — D3	6.99	COMP PROF 5000 EXTRA	13.99
GARFIELD	7.50	SKATE BALL — D3	6.99	QUICK SHOT II	7.50
GAUNTLET II — D2	6.99	SOLDIER OF FORTUNE	5.99	QUICK SHOT TURBO	10.99
GIANTS	15.99	SPITTING IMAGE	6.99	CHEETAH MACH 1	9.99
GUERILLA WAR — D2	6.25	STALINGARD — D2	7.50	CHEETAH 125+	7.99
GUILD OF THIEVES +3	8.99	STARGLIDER — D3	8.99	CHEETAH STARFIGHT	13.99
GUNSHIP — D3	6.99	SUMMER OLYMPIAD	5.30	CRYSTAL TURBO	14.99
				CRYSTAL TURBO PLUS	15.99

ALSO AVAILABLE ON DISK FORMAT: D1 = £8.99, D2 = £9.99, D3 = £10.99, D4 = £12.99, D5 = £13.99, D6 = £14.99.
PRICES INCLUDE P&P IN U.K. EEC ADD £1.00 PER TAPE. ELSEWHERE ADD £1.50. FOR JOYSTICKS & ACCESSORIES ADD £1.00.
CHEQUES/POs PAYABLE TO: MAILSOFT (YS), PO BOX 589, LONDON N15 6JJ.
ACCESS AND VISA ORDERS ACCEPTED. PLEASE GIVE ALTERNATIVE CHOICE, IN CASE ITEMS ARE OUT OF STOCK.

★★★★★★★★★★★★★★★★★★★ PRICE MATCHING ★★★★★★★★★★★★★★★★★★★

IF YOU SEE THE SOFTWARE YOU REQUIRE CHEAPER BY ANOTHER MAIL ORDER COMPANY, JUST ENCLOSE THE LOWER PRICE AND SENT TO US.
THIS DOES NOT APPLY TO OTHER COMPANIES SPECIAL OFFERS.
IF YOU DO NOT SEE THE ITEM YOU REQUIRE SIMPLY DEDUCT 25% OFF THE R.R.P. AND SEND TO US (EXCEPT SEGA/NINTENDO SOFTWARE).
PLEASE NOTE WE STOCK SOFTWARE FOR ALL COMPUTERS.

SHEKHANA MAIL ORDER SERVICES — ESTAB SINCE 1978

ACCESS — ORDER BY CREDIT CARD LINE 01-348 2907/340 8565 — 24 HRS — VISA

Spectrum Title	Our Price	Spectrum Title	Our Price
1943 — D3	7.25	Lineker Hotshot — D3	6.40
4 X 4 Racing	7.25	Linekers Skill — D3	6.40
Action Force II — D2	6.75	Linekers Soccer — D3	6.40
Action Service	7.25	Ikari Warriors — D2	6.75
Adv Art Studio	17.99	Imp. Mission 2 — D2	7.25
After Burner — D2	7.50	Intensity	6.30
Alien Syndrome	6.75	Jail Break	2.99
Animator I — D4	9.99	Iron Lord — D4	10.99
Annals of Rome	9.99	Jinxter + 3 disk	11.99
Arcade Force Four	7.99	Inter. Karate +	7.50
Arkanoid II — D2	6.30	Knight Orc	10.99
Artist II — 128K	15.99	Konami Coll — D3	7.50
Artist II — 48K	12.99	Krylis	6.30
Artist II — + 3 disk	15.99	Lancerlot — D4	11.99
Artura — D2	6.40	Led Storm — D3	7.99
Barbarian II — D2	7.50	Live + Let Die — D2	7.50
Bards Tale — D3	7.99	Magnificent 7 — D3	7.50
Batman — D2	7.50	Motor Massacre — D2	6.40
Battfield Germany	9.99	M.O.T. Universe — D3	2.99
Bionic Commandos — D3	7.25	Nemesis	2.99
Black Lamp — D1	5.50	Night Raider — D3	7.99
Black Tiger — D3	7.99	Mansells Racing — D3	7.99
Bubble Bobble — D1	5.50	Ocean Competition — D4	10.99
Buggie Boy	5.50	OCP Art Studio	10.99
Butcher Hill — D2	6.40	Operation Wolf — D2	6.30
Carrier Command — D2	10.99	Outrun — D3	7.25
Cybernoid II — D2	6.40	Overload — D2	7.50
Dandy	6.75	Pacland	6.75
Dark Fusion — D2	6.40	Pacmania	6.75
Double Dragon	7.50	Pro Soccer — D1	6.40
Dragon Ninja — D2	7.50	Puffs Saga — D3	7.25
D. Toms Olympics — D3	7.50	Peter Beardsley	6.75
Dynamic Duo	5.50	Psycho Pigs Uxb — D3	7.99
Echelon — D3	7.99	Question Sport — D2	11.99
Elite	7.50	Rambo III — D2	6.30
Empire Strikes — D2	7.50	Red October	10.99
Espionage — D1	6.75	Road Blaster — D3	7.25
Exploding Fist +	6.30	Robocop — D2	7.50
Fire + Forget	6.99	Roy of Rovers — D2	6.30
Fist + Throttle — D2	9.99	R-Type — D2	7.50
Flying Shark	5.50	Return of Jedi — D2	7.50
Football Director	7.50	Salamander	5.50
F. Director 2 — D4	13.99	Samurai Warrior	5.50
F. Manager II — D2	6.99	Savage	6.30
F. Brunos Box — D3	9.99	Shackled — D3	7.50
Flintstones	6.75	Skateball — D3	7.25
Game Over 2 — D2	7.25	Soldier of Fortune	6.30
Game Set & Match 1 or 2	9.99	Soldier of Light	6.30
Garfield	7.99	Sorcerer Lord	9.99
Gauntlet II — D2	7.25	Stalingrad — D2	7.50
Guerilla War — D2	6.30	Starglider — D3	9.99
Guild of Thieves + 3	9.99	Summer Olympiad	5.50
Gunship — D2	7.50	Super Sports — D2	6.40
G.I. Hero	6.30		

Spectrum Title	Our Price
Taito Coin Ops	9.99
Target Renagade — D2	6.30
Techno Cop — D2	6.30
The Double	7.99
The Fury — D3	7.99
The Games — D3	7.25
The Pawn — 128K	10.99
Theatre Europe	4.99
Thunder Blade — D3	7.50
Thunder Cats — D2	6.30
Tiger Road — D3	7.99
Time Stoodstill — D2	5.50
Time + Magick — D2	11.99
Times of Lore — D2	7.99
Total Eclipse — D2	7.50
Track Suit Manager	7.50
Typhoon — D2	6.30
Untouchables — D2	6.30
Victory Road — D2	6.30
Vindicator — D2	5.50
Virus — D1	5.50
Vulcan	7.50
We are Champs — D3	7.50
Wec Le Mans — D2	6.30
Whirligg — D1	6.30
Zulu War	7.50

**** JOYSTICKS/ACCS ****	
Ram Turbo	14.99
Plus + 2/ + 3 Cover	4.99
Plus 2 Lead	4.99
Plus 3 Cass Lead	4.99
Multiface 128K	39.99
Multiface 3	39.99
Multiface 3 + T. Port	44.99
Dual Port T/Face	14.99
Interface + 3	9.99
Kempston Interface	7.99
Cruiser J/stick	9.99
Cruiser Clear	11.99
Crystal Turbo Plus	15.99
Euromax-Proff	17.99
Predator J/stick	11.99
Navigator J/stick	13.99
Konix J/stick	9.99
Konick — Auto	10.99
Comp Pro 5000 Black	12.99
Comp Pro 5000 Clear	13.99
Comp Pro 5000 Extra	14.99
Quick Shot II	7.99
Quick Shot Turbo	10.00
Chetah Mach I	9.99
Cheetah 125 +	7.99
Cheetah Starfighter	13.99

*** SEGA SYSTEM ***	Our Price	*** SEGA SYSTEM	Our Price
Master System	79.95	Rocky	24.95
Master System Plus	99.95	Secret Command	22.95
Mastersuper System	129.95	Shanghai	22.95
Lightphaser	29.95	Shinobi	24.95
3D Glasses	39.95	Shooting Gallery	22.95
Control Stick	14.95	Space Harrier	24.95
Control Pad	6.95	Space harrier 3D	24.95
Rapid Fire Unit	5.95	Spy v Spy	14.95
Konixs Joystick	12.99	Submarine 3D	24.95
Quickshot 15 J/stick	14.99	Super Tennis	14.95
Action Fighter	22.95	Teddy Boy	14.95
After Burner	24.95	The Ninja	22.95
Alex Kidd	22.95	Thunderblade	24.95
Alex Kidd — Lost Stars	24.95	Wonderboy-Monsterland	24.95
Alien Syndrome	24.95	Wonderboy	22.95
Astro War/Pitpot	22.95	World Grand Prix	22.95
Aztec Adventure	22.95	World Soccer	22.95
Bank Panic	14.95	Y's	32.95
Black Belt	22.95	Zaxxon 3D	24.95
Blade Eagle 3D	24.95	Zillion	22.95
Captain Silver	24.95	Zillion II	22.95
Choplifter	22.95		
Cube Zone	22.95	*** NINTENDO SYSTEM ***	
Double Dragon	24.95	Control Deck	99.99
Enduro Racer	22.95	Deluxe Control Deck	149.99
F16 Fighter	14.95	Robot	49.99
Fantasy Zone	22.95	Zapper Gun	24.99
Fantasy Zone II	24.95	Donkey Kong 3	19.99
Fantasy Zone — Maze	22.95	Donkey Kong	19.99
Gangster Town	22.95	Popeye	19.99
Global Defence	22.95	Tennis	24.99
Golvellius	29.95	Kung Fu	24.99
Great Baseball	22.95	Urban Champion	24.99
Great Basketball	22.95	Pinball	24.99
Great Football	22.95	Soccer	24.99
Great Golf	22.95	Super Mario Bros	24.99
Great Volleyball	22.95	Golf	24.99
Kenseiden	24.95	Clu Clu Land	24.99
Kung Fu Kid	22.95	10 Yard Fight	24.99
Lord of the Sword	24.95	Ice Climber	24.99
Maze Hunter 3D	24.95	Baseball	24.99
Miracle Warrior	32.95	R.C. Pro Am	29.99
Missile Defence 3D	24.95	Wrecking Crew	29.99
Monopoly	29.95	Wild Gunman	29.99
My Hero	14.95	Gumshoe	29.99
Outrun	24.95	Hogans Alley	29.99
Outrun 3D	24.95	Duck Hunt	29.99
Penguin Land	29.95	Excitebike	29.99
Phantasy star	39.95	Mach Rider	29.99
Power Strike	22.95	Mike Tysons Boxing	29.99
Rambo 3	24.95	Metroid	29.99
Rescue + Mission	22.95	Pro Wrestling	29.99
		Stack-up	34.99
		Legend of Zelda	39.99

**** SPECIAL OFFERS ****

RAMBO 3 ....£6.30
RAMBO 3 — disk........£10.99

Double Dragon £7.50

After Burner — cass.....£7.50
After Burner — disk ...£10.99

Operation Wolf — cass ..£6.30
Operation Wolf — disk.£10.99

Thunderblade — cass....£7.50
Thunderblade — disk ..£12.99

Carrier Com'd — cass..£10.99
Carrier Com'd — disk ..£10.99

R-Type — cass...........£7.50
R-Type — disk £10.99

TITLES TO CLEAR ALL AT ONE PRICE £2.99 EACH

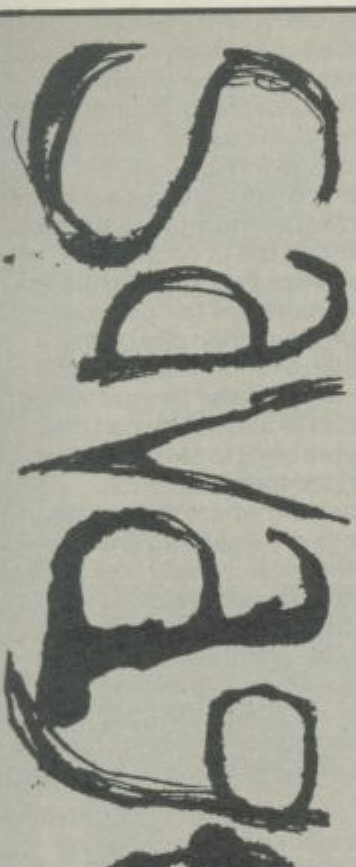
NEMESIS, QUAZATRON, RAMBO, INTER KARATE, FIGHTING WARRIOR, FIGHTER PILOT, HEARTLAND, SHAKE, WINTER GAMES, ROBOT MESSIAH, RYGAR, HEAD OVER HEELS, FALCON, BLOCKBUSTERS, V, ENIGMA FORCE, RANA RAMA, GAMBLER, MAG MAX, DYNAMITE DAN, ZOIDS, RAID OVER MOSCOW, WHAM, 48K, MATCH POINT, AVENGER, JET SET WILLY, SAMURAI, SAM CRUISE, GHOST + GOBLIN, NOW GAMES 3, EAST ENDERS, BALLBLAZER, MATCHFISHING.
Please note these are in short supply so please give alternative choices

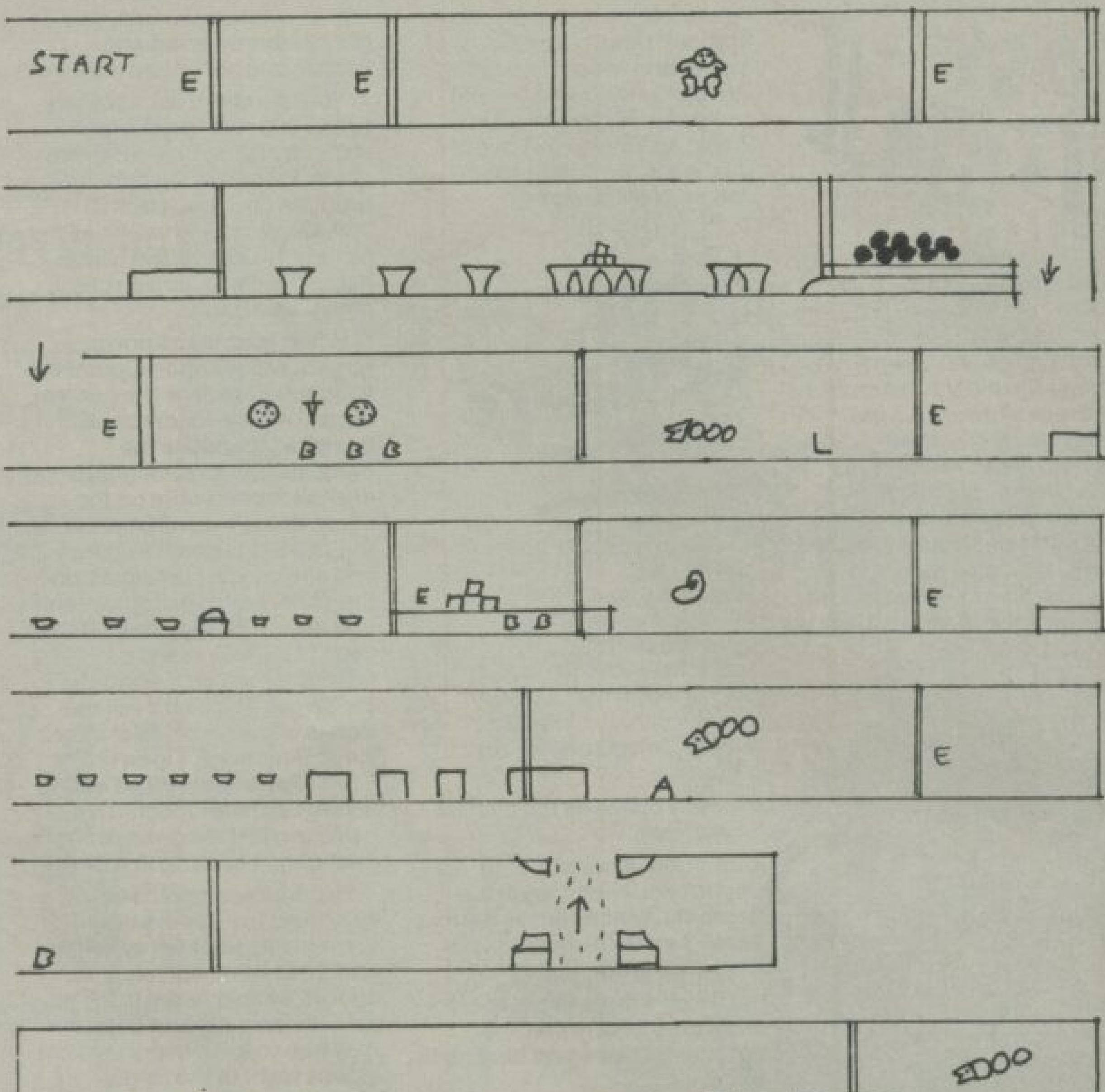
ALSO AVAILABLE ON DISK FORMAT: D1 = £9.99 D2 = £10.99 D3 = £12.99 D4 = £14.99

MAIL ORDER CUSTOMERS
Please make cheque/PO payable to: S.C.S. (YS), 655 Green Lanes, London N8 0QY. P&P: Add 50p in UK, EEC add £1.00 per item, elsewhere add £2.00. Add £5 for all machines + £1.00 for Joysticks & Accessories. Please give alternative choice in case items are out of stock. Tel: 01-348 2907, 340 8565, 631 4627.

PERSONAL CALLERS
Callers can pick up software at our branches at: 221 Tottenham Court Road, London W1R 9AF (nr Goodge Street Stn.) or 655 Green Lance N8 0QY (nr. Turnpike Lane Stn) on production of this advert we will give you 10% off the RRP of Software which appears on this advert (except Sega + Nintendo)

CREDIT CARD HOLDERS
Access and Visa Card Holders ring: 01-348 2907, 01-340 8565, 01-631 4627
Credit Card orders despatched same day subject to availability.
Please note we also stock telephones, cordless, accessories. Answer Fax, Copier, Calculator machines. Tel: 01-436 9590

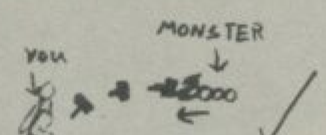




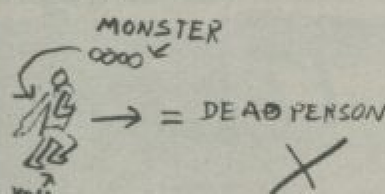
Savage. Heeey! We could even have Annie Lennox sending in tips for *Savage*... okay, so maybe it's only **Gaz Caffyn**, but I'm convinced he'd look like Annie Lennox if you squinted.

"No I wouldn't, ya big snooty! Anyway, want some big tips for *Savage*? Okay, for a start, here's the level codes:

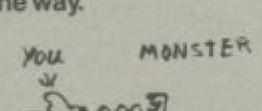
- **Level 2 = SABATTA (This is correct, the one in the game has too many b's.)**
- **Level 3 = FERGUS (When starting on keyboard on level one only hold down letters FERGUS for infinite lives.)**



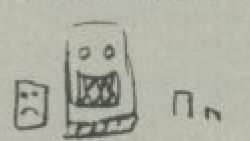
- **To kill monsters (the big ones) stand out of the way of them and wait for them to come at you.**



- **On level two try heading left 'cos I've found this is easier than heading right. If you see a lot of monoliths then move out of the way.**



- **On level three to kill the green blobs try and shoot them when their eyes are open, or shoot them in the mouth.**



- **On level three again if you encounter a spiked ball go up one wall and then at the last minute head towards the other one. That's it for now. Byeee!!!"**

Hmm. Like the piccies, old chappie! Thanxxxxxx again. Anyone else? Yes, **Julian Newman**, what have you got?

- **Get the boxes dropped by the blue flying beetles, they give you a revolving forcefield. Don't bother too much about the other boxes, although at the scene of a battle with one of the big creatures, it can be concealing a weapon or potion it dropped when it died.**
- **Shoot the rolling barrels or splat them with your force-field if you have one and get the bottle it leaves. This will boost your energy level. Don't use more than you need as you can go back for another boost after you have killed the large monster, which is just a screen or two away. Be very careful of the bats. If they get near your waist they grab onto you and can be very difficult to remove. The stepping stones over the fire sink, but don't jump off too soon or you'll not make it to the next one."**

Yup! These guys are just sooo *Savage*... GRRRR! Coo, they fair send a shiver down yer spine, don't they?

TIP O' THE MONTH

Last Ninja II

Aw no, not again... look I've told you before. I've done this one already! What? You've got something new? Okay but keep it short. Ladles and Germs, may I present **Steven Harrod** and **Neil Greene** on *Last Ninja II*. **"When against an enemy, face him, hold the pause button, and push the joystick down and hold the fire button. The enemy's power will be reduced to zero. That's it."** Alright, I'll let you off, that was interesting. But don't let it happen again. Badges all round I think.

Batman - A bird in the hand

Nana nana nana nana, nana nana nana nana... Batman!! Holy cliched beginning to a Bat-bit! Whizzing through the Bat-post comes Boy Wonder **Max Hedge** with a solution to turning off the main computer in the easier half of the Caped Crusader's latest outing, *'A Bird In The Hand.'* Heeere's Max...

Left, get nose, down, get tools, use tools, left, get batarang, use batarang, right two, get lockpick, right, up, left, get disk, use disk, up two, right three, get sweet, right, get trainer, left six, get door key, left five, climb ladder, right two, get pop, right two, get torch, left four, down ladder, left two, climb ladder, left four, get rope, right two, use lockpick, drop lockpick, through door, use pop, right four, up, left, up, right, get lift key, left, down, right, down, left four, up, right, use sweet, stand on lift, use lift key, through door, right two, down, left, down, left, get toast, get dart, use toast, right four get disk, up, left, up, left, use rope, climb rope, get magnet, use dart, get pass, use toast, down rope, get egg, right, down, right, down, left three, up, right, up, left two, down, stand on lift, use lift key, left, down two, left, down ladder, left seven, use pass, through door, use torch, use magnet, left two, get tape, right two, up, right, up, left three, up, use tape, left, up, get cake, use cake, right three, down, left, down, right two, use door key, up, right, up, right, get nana, use nana, left, down, right, down, left, up, get and use trumpet, right, use nose, trainer and food if remaining, use disk, and lo and behold computer stopped!

Phew! And there you have it! Now where's a solution to the *Joker* half of the game?

Star Raiders II

You know, it's nice to have feedback about the games we put on the cover of the mag. And by far the best, for me, is when you actually send in tips for them! And so now let me introduce that wacky little wibbler **John Gourlay.** Yes? **"Yes.**

- **Firstly check all the planets for fighters.**
- **Second, when zapping destroyers when they are bombing, wait till they go into a bomb run, then shoot.**
- **Thirdly, shoot purple destroyers three times to blow them up, shoot green destroyers twice and blue ones once.**
- **Fourthly, make sure you recharge before attacking flagships. Shoot once directly in the centre to blow them up.**
- **And finally, when destroying Zylon cities/bases switch on the shields and ignore the fighters. The cities will appear on your scanner (top centre) use this to help you find them."**

And there you go, see. Sharp as tacks, these *YS* folk. You know, I bet they look back in their *YS* collections to when we reviewed games before and get the tips from there. Nah! Surely not. *(Don't call me Shirley. Ed)*

Gunship

Did I say something in December about wanting more *Gunship* tips? Gee, I don't recall. But **Tony Cutcliffe (Colonel)** seemed to think I was asking for some anyway so what is it then, old bean? **"I tend to use the same tactics in all theatres of operations, as even in SEA it's good practice to go low occasionally.**

- **So keep your altitude down to below 80 feet virtually all the time and fly round hills rather than over them.**
- **If you spend more than about 15 seconds above 100 feet in Western Europe, you'll get clobbered good and proper, and serve you right too!**
- **You can climb occasionally to 150-200 feet to get a look round by flying one complete circle. Ignore all TADS 'target' prompts and drop back to 70 feet. On your map will be all the targets TADS spotted when flying the circle, so you can plan your attack.**
- **When attacking known targets with cannons, point the helicopter towards the nearest target using your map and compass (because the compass is more accurate than the helicopter sprite on the map). Charge in at 70 feet, lock the TADS box onto the target and line up your crosshair on the TADS box. Go to level bank and dive to 20 feet. You will lose your TADS lock but the helicopter will be pointing at the target. The TADS will re-lock in a few seconds at about 0.4-0.5km range. Open fire at 0.3-0.4km and they'll be eating 30mm HEDP for lunch. The cannon will destroy anything (including bunkers) at 0.3km.**
- **Hellfires are best used whenever the opportunity presents itself. Destroy SAMs first, then other vehicles. You should be able to fire three or four off from 100 feet before they see you. It's important not to lose sight of the target before the Hellfire hits, but you can be turning to engage the next target while the missile is in flight whilst guiding it through the side view. It's also possible to 'ripple fire' two or three Hellfires at targets which are close together at about 1.2km range.**
- **Fire missiles at the same target with a two or three second spacing between them. When the first missile hits, the TADS should lock onto the adjacent target in time for the next missile to track and hit it. This is a standard real life Apache tactic which works quite well in *Gunship*.**
- **Hind helicopters are better dealt with by sending them an AIM-9L, free of charge, at long range. If you've no sidewinders left then you'll have to cannon them. Charge head on with your cannon armed, and as soon as the range drops to 0.5km, open fire and keep blasting until it disappears. The Hind won't explode for some reason, it'll just disappear. But don't let it get any nearer than 0.5km or you'll take a clattering — three damaging hits is standard value for money here. Sometimes you can scare a Hind off using the head-on method, but watch your threat display as he'll be back!**
- **Generally, the 'search and destroy' type missions are the most dangerous, as there will be lots of SAMs backed up by masses of heavy flak, bags of cucumber, stacks of lettuce and LASHINGS of ginger beer. It's best to sneak up on these guys slowly at 15-20 feet and clout them with your cannon at 0.3km. If you find the situation getting out of hand (and enemies in previously hidden positions are firing at you by surprise,) then pile on the collective, pitch down and fly a jinking course away at 10 feet and 170 knots. You can then come back in slowly again under your own terms, knowing where the hidden boys are this time. The helicopter is really frisky in the fast, low escape as the collective is so high, so be careful as one slip in a downward direction will be immediately fatal. You must be a top class, slightly crazy pilot to perform this trick properly.**
- **Finally, if your ECM detects an incoming heat-seeking missile, hit both your jammer and your flare dispenser, turn, dive and accelerate away 20 feet. That should shake off any missile. If you're being chased by a radar-homing missile, it serves you right and you deserve to have your tail shot off, as you should never have let them see you for long enough to lock on and fire in the first place.**

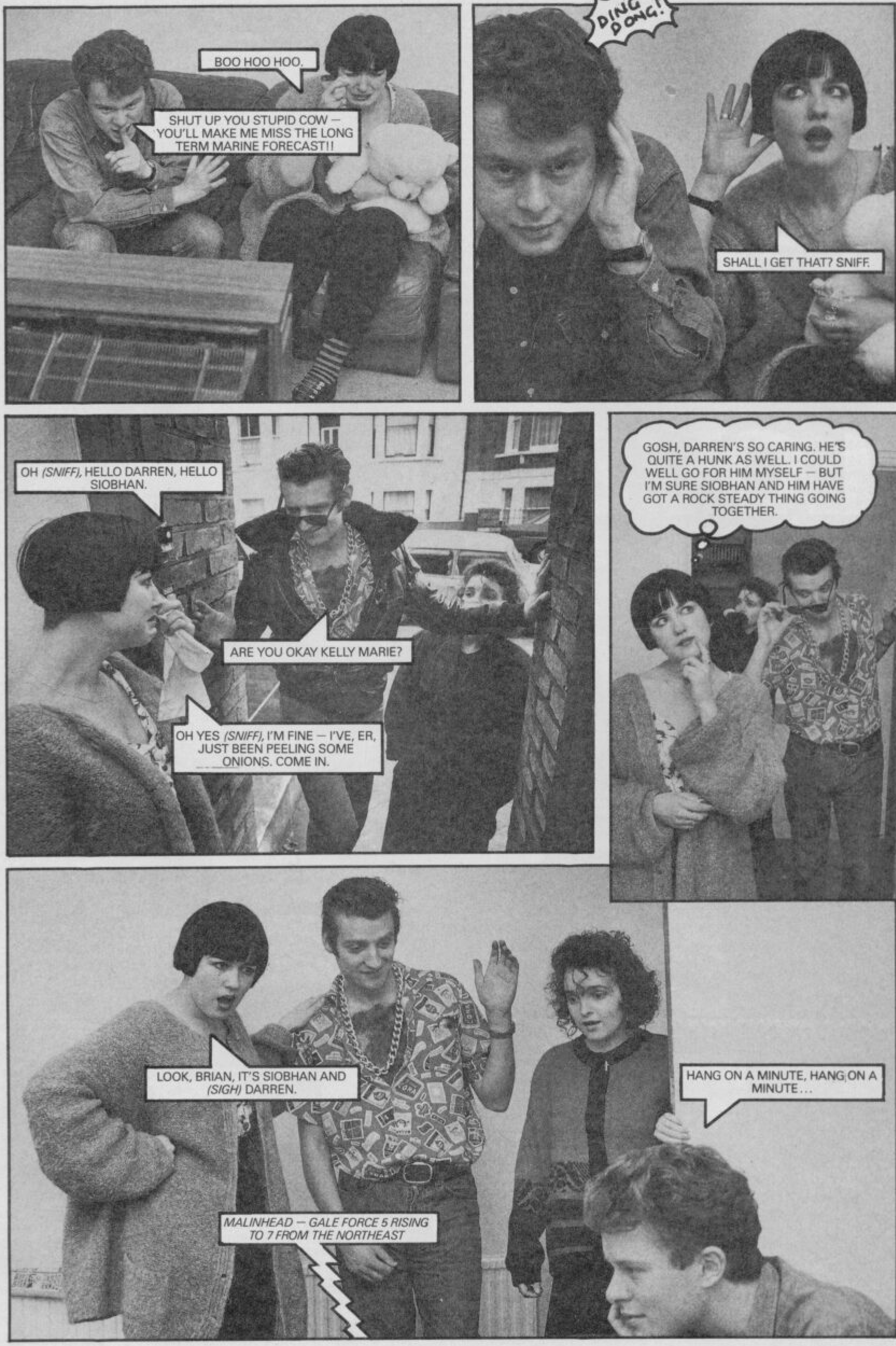
P.S. My model Apache has recently been wrecked by my son, so they're not everything-proof." Well, many thanks Tony Cutcliffe (Colonel). Phew! This could start an interesting trend. Now we have real pilots sending in tips for flight sims, how about real members of Ninja Hands sending in tips for *Last Ninja II*, or maybe Nigel Mansell sending in tips for *OutRun* and his own game? Okay, I admit it! I'm barmy as a potting shed. I don't care.

And So, Tibet...

Yes folks, it's that time again, and as usual we haven't got room for everyone. Sorry 'bout that but ya can't have everything, eh, nosepickers? So keep on trying! Send your hints and tips, and any spare packets of Jaffa Cakes to Phil South, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And don't forget, all those who get their tips printed win an 'I've Got Big Tips' badge! No, really they do! That's all. Bye!

LOVE IN A COLD CLIMATE




BOO HOO HOO.
SHUT UP YOU STUPID COW — YOU'LL MAKE ME MISS THE LONG TERM MARINE FORECAST!!
DING DONG!
SHALL I GET THAT? SNIFF.
OH (SNIFF), HELLO DARREN, HELLO SIOBHAN.
ARE YOU OKAY KELLY MARIE?
OH YES (SNIFF), I'M FINE — I'VE, ER, JUST BEEN PEELING SOME ONIONS. COME IN.
GOSH, DARREN'S SO CARING. HE'S QUITE A HUNK AS WELL. I COULD WELL GO FOR HIM MYSELF — BUT I'M SURE SIOBHAN AND HIM HAVE GOT A ROCK STEADY THING GOING TOGETHER.
LOOK, BRIAN, IT'S SIOBHAN AND (SIGH) DARREN.
HANG ON A MINUTE, HANG ON A MINUTE...
MALINHEAD — GALE FORCE 5 RISING TO 7 FROM THE NORTHEAST


OOOOH, IS THAT THE LONG RANGE WEATHER FORECAST? DO YOU MIND IF I WATCH?
I — I — I NEVER KNEW YOU WERE INTERESTED IN METEOROLOGY…
WHY, YES — GLOBAL WEATHER SYSTEMS HAVE ALWAYS FASCINATED ME. ISOBARS AND CHART-FLOWS ARE THE VERY STUFF OF MY EXISTENCE. I EAT, SLEEP AND BREATHE COLD AND WARM FRONTS.
WHY DIDN'T YOU EVER TELL ME ABOUT YOUR LOVE OF CLIMATOLOGY? ALL THIS TIME I THOUGHT YOU WERE JUST ANOTHER GIRL.
I THOUGHT YOU WOULD THINK I WAS BORING. ALL I EVER WANT TO DO IS TO BECOME A WEATHER PRESENTER ON THE TELEVISION — AND MAYBE BE THE RECIPIENT OF SOME OF YOUR KISSES…
AND IN THE FORTH OF FIRTH, GALE FORCE SEVEN WILL…
DO YOU FANCY COMING IN THE KITCHEN WITH ME?
COR, YOU BET!!!
I TOO WISH TO GRACE THE TELEVISUAL AIRWAVES AS A PRESENTER OF WEATHER. MAYBE WE COULD DO IT TOGETHER.
OH BRIAN. YES. LET'S DO IT TOGETHER.
MEANWHILE, IN THE KITCHEN…
PHEW. YOU'RE A PRETTY GOOD SNOGGER.
YOU'RE NOT SO BAD YOURSELF, BIG BOY.
EEEEER, I'VE BEEN THINKING ABOUT CHUCKING SIOBHAN FOR A WHILE NOW. I DON'T SUPPOSE YOU'D CHUCK BRIAN AND GO OUT WITH ME?
OH DARREN. I THOUGHT YOU'D NEVER ASK. YES, OF COURSE I'LL CHUCK HIM. IT'S YOU I REALLY LOVE.
LET'S HAVE ANOTHER SNOG.



TWO YEARS LATER...
AND NOW ON CHANNEL CABLE 9 IT'S TIME FOR THE WEATHER, WITH BRIAN AND SIOBHAN… DA DE DA.
HELLO. THERE'S A SEVERE DEPRESSION MOVING IN FROM THE NORTHWEST, AND IT'S CARRYING QUITE A LOT OF RAIN — SO DON'T FORGET YOUR BROLLIES IF YOU LIVE IN THESE AREAS.
30
75
OH BRIAN, THERE ARE NO COLD FRONTS IN MY LIFE ANY MORE — JUST SUNSHINE BROUGHT ABOUT BY THE HIGH PRESSURE AREA OF MY LOVE FOR YOU.
OH DARREN, I LOVE YOU SO MUCH. SNOG ME TILL MIDNIGHT.
OH DARLING, I'M SO HAPPY.
I CAN ONLY SNOG YOU TILL NINE O'CLOCK, KELLY MARIE, COS I'VE GOT TO TUNE THE CARBS ON THE MOTOR. BUT I DO LOVE YOU.
SERVICING YOUR CAR
The END



SOFTWARE THAT'S HARD TO BEAT

A range of powerful programs for the ZX Spectrum computers. Use the coupon below and send today for our free, comprehensive brochure. Quality, performance and great value for money.

TASWORD
The Word Processor

Power, flexibility and ease of use have given Tasword an enviable reputation for performance and unbeatable value for money. Each version is packed with useful features and is specifically designed to make maximum use of the memory and keyboard layout.
TASWORD: power, versatility and performance. The definitive word processor for the ZX Spectrum.

TASCALC
The Spreadsheet

NEW!

At last! A comprehensive spreadsheet for the ZX Spectrum. A full working spreadsheet of 52 columns by 157 rows to process and evaluate numerical data. Advanced features include variable column widths, on screen help, interactive prompts and a full range of formula functions.

TASPRINT
The Style Writer

Print Tasword output in a range of five impressive print styles. The Tasprint lettering is twice the height of normal dot matrix output.
TASPRINT PLUS THREE features 25 fonts AND a FONT DESIGNER.

TAS · SIGN
The Sign Maker

Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact. Add a new dimension to your dot matrix printer. Prints signs, posters and banners with letters at any height from one inch to the full width of the paper.

TASCOPY
The Screen Copier

Screen copy software for the RS232 output on ZX Interface 1.
Keep permanent and impressive records of your screen pictures using either the monochrome or "grey-scale" software where the screen colours are printed with differing dot densities to give a shaded representation of the Spectrum screen colours.

TASWIDE
The Screen Stretcher

ZX Spectrum 48K/128K/+2: obtain 64 or 32 characters per line on the screen. Works in 48K mode only.
ZX Spectrum+3: gives 3 letter sizes on screen — 64, 42 and 32 per line.

TASMAN PARALLEL PRINTER INTERFACE

A low cost means to link your Spectrum to any printer fitted with the Centronics standard parallel interface. Supplied complete with cable, driving software for LLIST and LPRINT and screen copy software for most dot matrix printers. Compatible with 48K AND 128K ZX Spectrums.

MASTERFILE PLUS THREE
The Database

Accomplish your home and business filing with ease and elegance using MASTERFILE PLUS THREE. A sophisticated menu-driven data filing, storage and retrieval system. Data stored with MASTERFILE PLUS THREE may be exported for use with Tasword Plus Three.

	ZX 48K SPECTRUM	ZX SPECTRUM 128	ZX SPECTRUM+2	ZX SPECTRUM+3
TASWORD	TASWORD TWO Cassette £13.90 TASWORD THREE Microdrive £16.50	TASWORD 128 Cassette £13.90	TASWORD PLUS TWO Cassette £13.90	TASWORD PLUS THREE Disc £19.95 NEW! TAS-SPELL PLUS THREE The spelling checker for Tasword Plus Three Disc £19.95
TASCALC	TASCALC Not available	TASCALC Cassette £17.95	TASCALC Cassette £17.95	TASCALC PLUS THREE Disc £19.95
TASPRINT	TASPRINT Cassette £9.90 Microdrive £11.40	TASPRINT Cassette £9.90 Microdrive £11.40	TASPRINT Cassette £9.90 Microdrive £11.40	TASPRINT PLUS THREE Disc £19.95
TAS·SIGN	TAS·SIGN Not available	TAS·SIGN Cassette £17.95	TAS·SIGN Cassette £17.95	TAS·SIGN Disc £19.95
TASCOPY	TASCOPY Cassette £9.90 Microdrive £11.40	TASCOPY Cassette £9.90 Microdrive £11.40	TASCOPY Cassette £9.90 Microdrive £11.40	TASCOPY Not available
TASWIDE	TASWIDE Cassette £5.50	TASWIDE Cassette £5.50	TASWIDE Cassette £5.50	TASWIDE PLUS THREE Disc £9.95
TASMAN PARALLEL PRINTER INTERFACE	£29.90	£29.90	£29.90	Parallel printer cable £9.95 RS232 cable £14.50
MASTERFILE PLUS THREE				MASTERFILE PLUS THREE Disc £24.95

All prices include VAT and post and packing

Tasman
PERFECTION IN PROFESSIONAL SOFTWARE

Springfield House · Hyde Terrace · Leeds LS2 9LN · Telephone · Leeds (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT YS, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN.

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: ____ Expires ____
NAME ____ ITEM ____ PRICE
ADDRESS ____ £ ____
£ ____
£ ____
Outside Europe add £2.00 per item airmail. £ ____
Telephone Access/Visa orders: Leeds (0532) 438301 TOTAL £ ____

Please send me a FREE Tasman brochure describing your products for **ZX Spectrum+3** ☐ **ZX Spectrum 48K/128K/+2** ☐ IBM/Amstrad PC ☐ Amstrad PCW ☐ Amstrad CPC ☐ Commodore 64 ☐

Dept YS

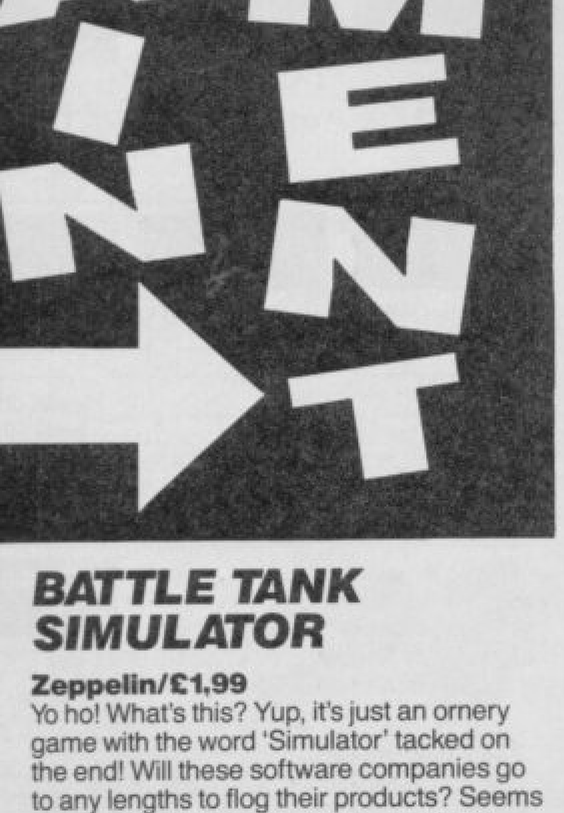
BARGAIN BASEMENT

What's going cheap this month? *(Make any bird jokes, and you're dead, Ed)* Certainly not *Marcus Berksquawk.* (BLAM!!)

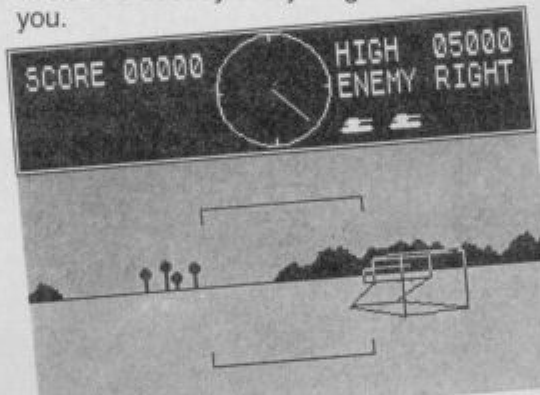
BATTLE TANK SIMULATOR

Zeppelin/£1.99

Yo ho! What's this? Yup, it's just an ornery game with the word 'Simulator' tacked on the end! Will these software companies go to any lengths to flog their products? Seems so, for this, under any other name, is no more than that wrinkly old arcade game *Battle Zone* poshed up anew for another generation of Spec-chums. In fact, the only real effect of the word 'Simulator' is to make you suspect that Zeppelin blagged the whole thing off someone else, although I'm sure Zeppelin would never do anything so dastardly (hem hem).

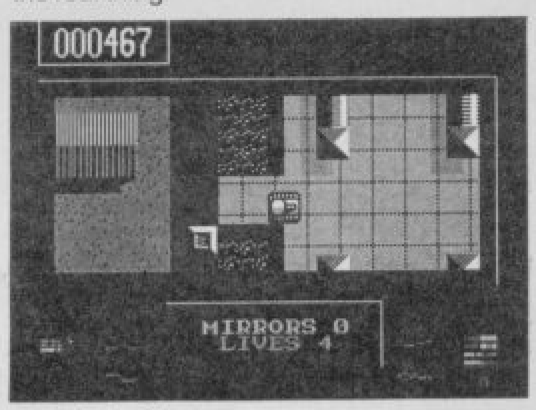


Battle Zone was a spanky game which obsessed me and a friend of mine in about 1981, when we poured untold piles of 10 pees into the blasted machine. It's a wire frame shoot 'em up, set on the ground, from the perspective of someone sitting in a tank and scared half to death. All sorts of things whizz towards you — other tanks, flying boulders, spaceships, missiles — and you have to both avoid and destroy everything that threatens you.



It's the game that inspired such works of genius as *Elite* and *Mercenary*, but in this version Zeppelin has introduced colour (the original was starkly monochrome) and mucked about with the gameplay, making the whole very much less than the sum of its parts. There's also some dodgy collision detection, and the whole shebang is slower than a snail on sedatives.

A disappointment then, on historical grounds, and for 1989 it doesn't really impress either. Forget the simulator — go for the real thing.

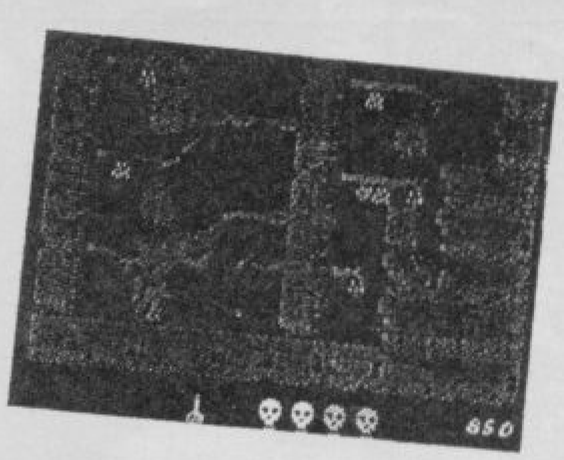


REBEL

Ricochet/£1.99

Fine game, this: I remember it well from its initial release in '87. The idea is simple enough. You have a tank, and you're stuck in a heavily mechanised agridustrial complex (it sez here). In order to get out, you must smash through an exit, but your only weapon is a beam of high intensity light which is beaming away on the other side of the encampment. Solution? Well, there are loads of 'solar reflectors' (mirrors to you an me) lying around, and what you have to do is position them, in certain preset places, so that the beam of light will smash through the exit and you can escape. Interesting, huh?

What's particularly clever about this is that throughout the game you can always see that it's *possible* to do — it's just very tricky. Naturally there are loads of enemy tanks and things to avoid, but these just patrol in standard formations, so timing is all. The graphics are brill — brightly coloured and well drawn — and the whole game's a ripsnorter. Ten levels for two quid? A bargain, mate.



DEATH STALKER

Code Masters/£1.99

This is disappointing, especially when you look at the real Spectrum screenshots (Code Masters is always pretty hot on that, of course). But the game is a little drab.

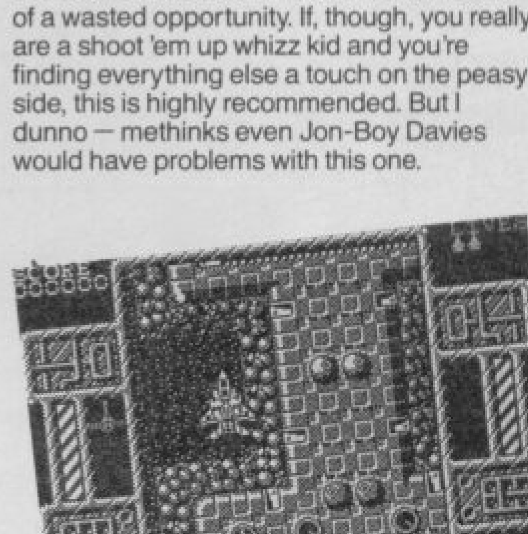
Death Stalker (no relation to John, I presume) is an arcade adventure set in the usual mystical world of ghoulies, spells and wizards, and it's up to you to find the lost key of darkness and descend to the deeper dungeons. Why? I hear you ask. Well, it's never made entirely clear, or even touched on at all, but never mind — all you have to know is that the EVIL ORC MEN are bad, and prisoners, if set free, are good. As you slash around the monochrome screens, you occasionally pick things up, but more often die a lot. Why? I hear you ask again. (You're clearly in an interrogative mood today.) Because you can't see a bloody thing, that's why. The graphics are so poorly drawn that it's next to impossible to make anything out, unless you've got a really spanky monitor — in which case, what are you doing buying cheapie rubbish like this? Exactly. Next!

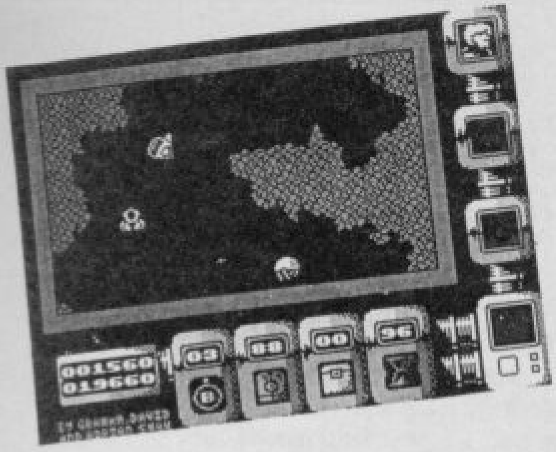
TOMCAT

Players/£1.99

One of the banes of my life has always been shoot 'em ups that are just so difficult you can't get anywhere at all. I bought one recently for the ST (spit) that everyone had said was amazingly groovy, but I never lasted for more than 20 seconds, so that was 20 nicker chucked down the drain. At least with Speccy budget games you're only wasting a tenth of that price, but it's a pain nonetheless.

Try as I might, I could get nowhere on this blasted game, much as it's beautifully drawn and animated, if a little slow. It's a vertical scroller in the *Slapfight* mode, with you flying low level over an automated island full of robots and gun emplacements firing at you. But it's so hard that in the end it seems a bit of a wasted opportunity. If, though, you really are a shoot 'em up whizz kid and you're finding everything else a touch on the peasy side, this is highly recommended. But I dunno — methinks even Jon-Boy Davies would have problems with this one.





AQUASQUAD

Atlantis/£1.99

This one's by the same geezer who wrote *Gunfighter* and *Tank Command,* which should warn anyone who was expecting a decent game. *Aquasquad's* a sort of arcade adventure-cum-shoot 'em up, neither one thing nor the other, and profoundly less than gripping. You guide your little ship through an undersea maze of heavily armed caverns, avoiding jagged rocks, deadly undersea creatures and anything that looks remotely like a missile. The idea is to destroy the whole installation, and to do this you need to collect four nuclear containers — but you'll long since have got completely bored and given up before you get that far in this lifeless and derivative game.

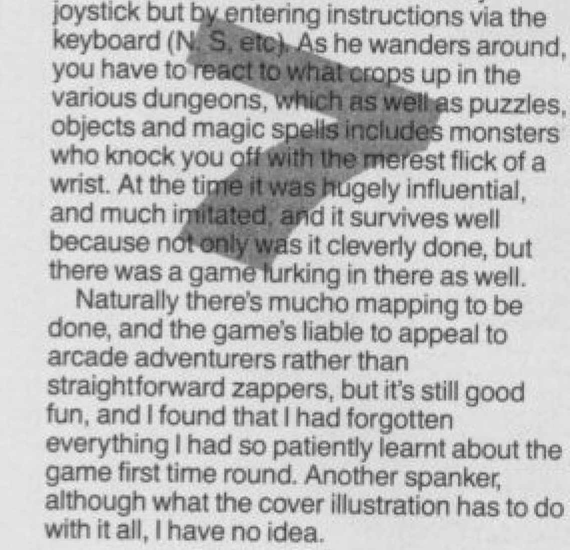
It's not been that badly programmed — few things are, these days — but there's no spark of originality, nothing to make you want desperately to see the next screen, or even the screen you're on in most cases. Of minimal interest.

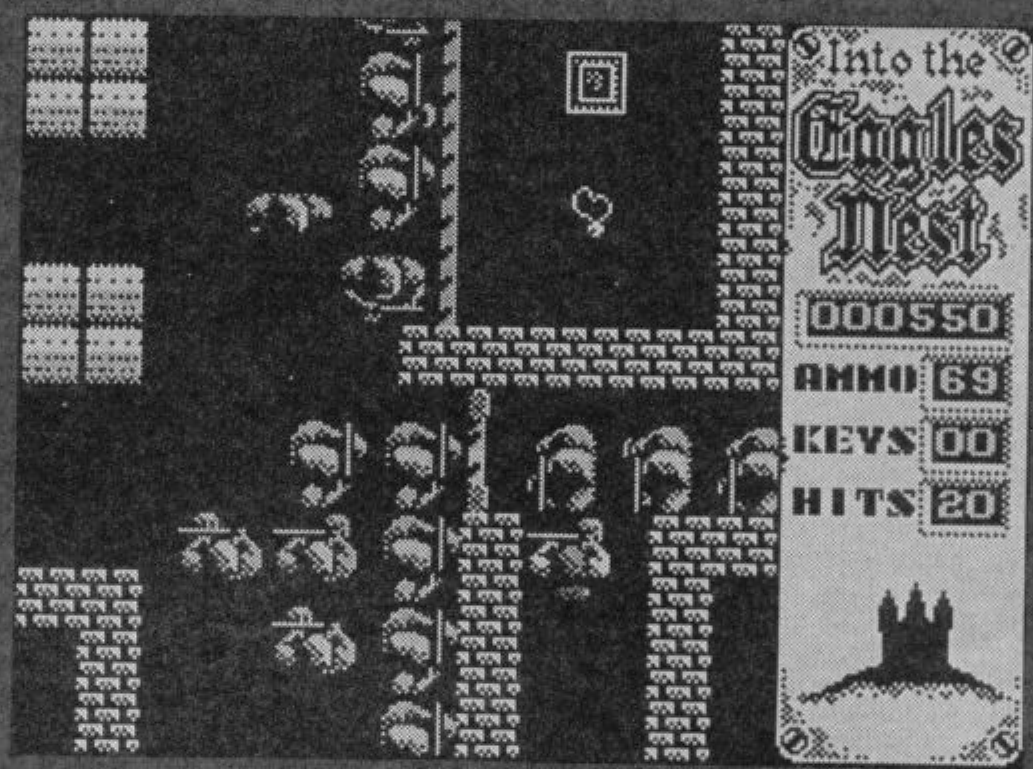
HEAVY ON THE MAGICK

Rebound/£1.99

Another game from Greg and Roy's Gargoyle vaults, and another cracker. This one's all of three years old, and was the first 'graphic adventure', if you can call it that. On the screen you see your rather roughly drawn hero, and you move him not by joystick but by entering instructions via the keyboard (N, S, etc). As he wanders around, you have to react to what crops up in the various dungeons, which as well as puzzles, objects and magic spells includes monsters who knock you off with the merest flick of a wrist. At the time it was hugely influential, and much imitated, and it survives well because not only was it cleverly done, but there was a game lurking in there as well.

Naturally there's mucho mapping to be done, and the game's liable to appeal to arcade adventurers rather than straightforward zappers, but it's still good fun, and I found that I had forgotten everything I had so patiently learnt about the game first time round. Another spanker, although what the cover illustration has to do with it all, I have no idea.



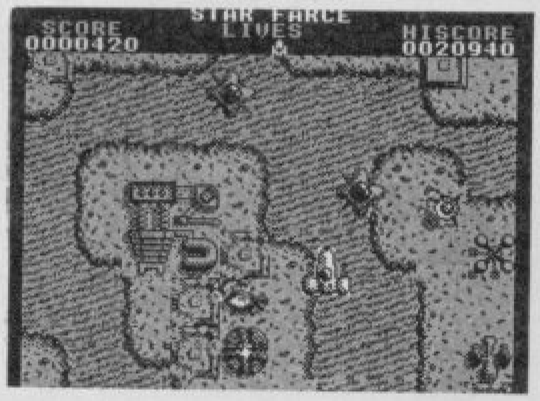


INTO THE EAGLE'S NEST

Players/£1.99

Another welcome re-release, which originally appeared on Players' sister label Pandora, 18 months or so back. It's basically a *Gauntlet* variant, but with substantial gleamy brass knobs on. The setting's Nazi Germany, so if we could just pause for a little goose-stepping practice (TOOM-CHUM-TOOM-CHUM-TOOM-CHUM). That's better.

Your mission is to get inside a highly fortified base, kill as many goons as possible, rescue your three comrades and then blow the whole place up. Simple? Could do it for breakfast. Actually it's extremely tricky, and requires superb timing and an almost psychopathic love of killing things. As in *Gauntlet*, you have to be careful about using things like keys to get around between the rooms, and there's treasure, food and spare ammo lying around too. Yup, ammo is not something to be wasted, partly because there's not much to go around, but also if a stray bullet happens to hit a barrel of gunpowder, ker-BOOOM! and you're as dead as Marie Stopes. An excellent game, with clear and attractive graphics and endlessly challenging gameplay. Again, for a cheapie, unmatchable value.



STAR FARCE

Mastertronic/£1.99

This, on the other hand, is much more like it. Virtually identical in many ways to *Tomcat*, it's streets ahead in gameplay, looks, variety and sheer playability. Again a vertical scroller, *Star Farce* re-introduces that oft forgot feature of old Speccy games — colour! It's bursting with colour all over the shop, and what's more it's faster than *Tomcat*, and played over a larger screen. There are even 32 different levels (although judging by the first few, they're all much of a muchness).

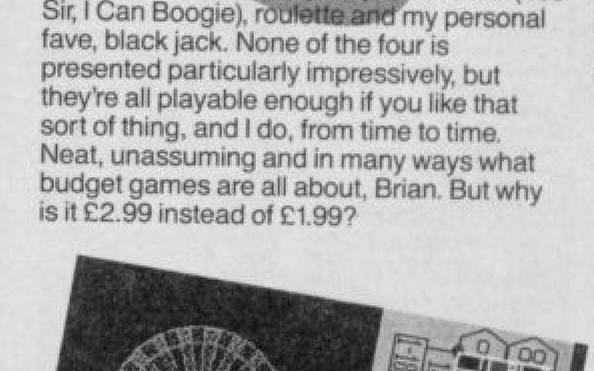
Now, I'd admit it's not terribly original. In fact it's hopelessly unoriginal — *Lightforce* and *Bedlam* are its nearest relations. But it's tremendous fun and like all the best games, it's easy to start, hard to finish. It's odd, because Mastertronic hasn't been releasing that many new games recently, having concentrated on re-releases, and the few newies it has bunged out have been, in the main, rather ropey. But this is a fine game, as addictive as any full price shooter now on the market, but at a fraction of the price. Bargain? Bargain.

LAS VEGAS CASINO

Zeppelin/£2.99

One of the great old stand-bys in budget land is the gambling game. If it's not a fruit machine — which it usually is — it's a poker game, or in this case a Casino sim. Full marks, incidentally, to Zeppelin for not using the word 'Simulator' anywhere in the title of this game — the temptation must have been great.

Overall this is not a bad little casino game — you get to play craps, baccarat (Yes Sir, I Can Boogie), roulette and my personal fave, black jack. None of the four is presented particularly impressively, but they're all playable enough if you like that sort of thing, and I do, from time to time. Neat, unassuming and in many ways what budget games are all about, Brian. But why is it £2.99 instead of £1.99?



BARGAINS

THE SPORTING COMBINATION

GREAT XMAS OFFER – ALL COMBINATION ORDERS REDUCED IN PRICE

RUGBY FIFTEEN NEW £6.95

Captain your team in League and Cup + pick your playing position + select your team from 12 club sides + individual assessment of strength, speed, tackling, kicking and natural ability for 30 named players + 12 League clubs + full assessment of opponents + team selection from two squads of players + match play with full 80 mins, tries, penalties, drop goals, missed chances, named scorers, substitutes, injuries, other match scorers + full League tables + season fixtures/results + seasons honours list + promotion + relegation + sacking + save game. Plus much more.



FOOTBALL FEVER £6.95

Take the ultimate soccer challenge of managing a team to win the League title; FA Cup; Cup Winners; European Cup + full 90 mins of play + named goal scorers + suspensions + injuries + booking + sending offs + penalties + substitutions + cup replays + other league scorers + full League tables + relegation, promotion and season honours + rename players + transfer market + players goal tally + save game plus much more.



CRICKET CHALLENGE £6.95

Captain one of the 17 county sides in a one-day 60-over cup competition. Six group/final round matches. Individual assessment of over 250 named players. Fast, slow, medium paced bowlers. Team selection and decisions on the field regarding batting, bowling and fielding tactics will determine result. Batting/bowling analysis. Scorecard. Pitch analysis. Full match play. Save game + much more.



THE RACING GAME £6.95

An exciting game designed for the horse racing enthusiast. Manage your horses to win group, graded or open races. Form, fitness, going, distance all affect results. Full betting market. Races over 5F to 2 miles. Weekly training sessions. Pre-race reports. Stewards enquiries. Rename horses. Three levels of play. Save game. Watch them race.



DISK FOR SPECTRUM +3 – ALL FOUR GAMES ON ONE DISK
EXCELLENT VALUE ~~£19.95~~ £16.95

TAPE FOR ANY SPECTRUM – COMBINATION OFFER – ANY TWO TAPES ~~£12.95~~ £10.95 ANY THREE TAPES ~~£16.95~~ £14.95
ANY FOUR TAPES ~~£19.95~~ £16.95

ALL ORDERS SENT FIRST CLASS POST

Send cheque/P.O. to:

TANGLEWOOD SOFTWARE

157 WARWICK ROAD, RAYLEIGH
ESSEX SS6 8SG
Proprietor: J. MOSS

MEGASAVE FANTASTIC SAVINGS

Afterburner — D1 .... £6.65
Airbourne Ranger £6.99
Alter. World Games £5.95
Apache Gunship — D4 .... £8.95
Alien Syndrome — D1 .... £5.95
Batman 2 — D1 .... £5.95
Bobby Yazz Show £5.50
Buggy Boy — D1 .... £5.95
Boot Camnp 19 — D1 .... £6.45
Bard's Tale £7.25
Bionic Commandos — D1 .... £6.65
Beardsleys Int. Soccer £5.95
Black Tiger — D1 .... £6.75
Barbarian II — D2 .... £8.50
Butcher Hill — D1 .... £6.45
Cybernoid — D1 .... £6.00
Carrier Command — D4 .... £9.95
California Games — D4 .... £6.25
Crazy Cars 2 — D1 .... £6.25
Champions — D4 .... £6.95
Circus Game — D1 .... £6.25
Collected Works — D4 .... £8.95
Command Perform. — D5 .... £9.95
Corruption — Disc only £11.95
Captain Blood — D1 .... £6.45
Dark Side — D1 .... £6.50
Dragon Ninja — D1 .... £6.50
Double Dragon £6.75
Dynamic Duo £5.50
Dark Fusion — D3 .... £5.50
Daley Thompson Olympic £6.50
Empire Strikes Back — D1 .... £6.50
Eliminator — D1 .... £5.50
Exploding Fist + ... £6.75
Echelon — D1 .... £6.95
Emlyn Hughes Soccer — D1 .... £6.45
Flight Ace — D3 .... £9.95
Fair Means or Foul — D2 .... £5.50
Fist's & Throttles — D1 .... £8.45
F. Bruno's Big Box — D4 .... £9.95
Footb. Manager II — D1 .... £6.45
Footb. Director £5.95
Footb. Dir. II 128 — D5 .... £13.95
Fernandez Must Die — D2 .... £6.25
Foxx Fights Back — D2 .... £6.00
G. Lineker's Soccer — D1 .... £6.00
G. Linek. Sup. Skills — D1 .... £6.00
G. Linek. Hotshots — D1 .... £6.25
Game, Set & Match II — D5 .... £8.95
Giants — D4 .... £10.50

Garfield — D1 .... £6.00
Guerilla War — D2 .... £5.95
Gold Silver Bronze — D3 .... £10.50
H.A.T.E. — D1 .... £5.70
Hellfire Attack — D4 .... £6.95
Heroes of the Lance — D4 .... £6.95
History in the Making £16.95
Human Killing Machine £6.90
Ikari Warriors — D2 .... £5.95
The Incr. Shk. Sphere — D1 .... £6.95
Ingrid's Back — D5 .... £9.95
Konamis 10 Hits — D3 .... £6.95
Karate Ace £8.95
Last Ninja II £8.95
Laser Squad £6.25
Lancelot — D5 .... £9.95
Live and Let Die — D1 .... £6.45
Last Duel — D1 .... £6.90
Last Ninja II £8.50
Led Storm — D1 .... £6.45
Magnificent 7 — D3 .... £6.75
Matchday II — D1 .... £5.45
Mickey Mouse — D4 .... £5.45
Marauder — D1 .... £5.50
N. Mansell's G. Prix — D4 .... £7.25
Mad Mix (Pepis) — D2 .... £5.50
Motor Massacre — D1 .... £5.50
Muncher £5.50
Munsters £6.75
Night Raider — D1 .... £6.95
Netherworld — D1 .... £5.50
Outrun — D1 .... £6.50
Operation Wolf — D1 .... £5.75
Overlander — D2 .... £5.25
Ocean Compilation — D5 .... £8.95
Platoon — D1 .... £6.45
Pac — land £5.95
Par 3 — D5 .... £10.95
Pacmania £5.95
Pro Soccer — D2 .... £6.00
Pro BMX £4.00
Puffey's — D4 .... £6.95
Rex — D1 .... £6.75
Roy of the Rovers — D1 .... £5.45
Road Blasters — D1 .... £6.75
Return of the Jedi — D1 .... £6.45
R-Type £6.45
Rambo 3 — D1 .... £5.95
Robocop — D1 .... £5.95
Super Hang-on £6.75

Star Wars — D1 .... £6.75
Streetfighter — D2 .... £6.66
Soldier of Fortune — D2 .... £5.25
Skate Crazy — D1 .... £5.50
Skate or Die — D1 .... £6.95
Skateball — D4 .... £6.95
Samurai Warrior £5.15
Sanxion — D2 .... £5.95
Supersports — D1 .... £5.50
Supreme Challenge — D6 .... £8.95
Savage £5.95
Stealth Fighter £7.25
Stuntman — D1 .... £6.45
Space Racer — D2 .... £5.95
S.D.I. £6.95
Storm Lord — D1 .... £5.95
Space Ace — D3 .... £9.95
Spitting Image — D1 .... £6.45
Superman — D1 .... £5.95
The Double £7.55
Time Of Lore — D4 .... £6.95
Time Stood Still 128 — D1 .... £5.25
Target Renegade £5.25
Track Suit Manager £6.45
The Deep — D1 .... £6.25
The Games (Winter) — D1 .... £6.95
The Games (Summer) — D1 .... £6.95
Typhoon — D1 .... £5.25
Taito's Hits — D6 .... £8.95
Total Eclipse — D1 .... £6.95
Techno Cop — D1 .... £5.50
Tiger Road — D1 .... £6.95
Thunder Blade — D1 .... £6.95
Trackmaster — D2 .... £5.45
Turbocup — D2 .... £6.95
Triv. Purs. New Game — D3 .... £9.95
Ten Mega Games — D1 .... £9.95
Untouchable — D1 .... £5.95
Victory Road — D1 .... £5.25
Vinicator £5.25
Virus £5.20
Whirligig — D2 .... £5.15
War Middle Earth £6.95
Wec Le Mans — D1 .... £5.95
Xenon £6.45
10 Great Games III £8.95
1943 — D1 .... £6.75
4 x 4 Off Road Racing £6.75
F16 Combat Pilot — D5 .... £9.95

Mail order only. Postage included Great Britain. EEC add 75p per item. Overseas add £1.50 per item. Fast Service.
Send cheque/PO to: MEGASAVE, Dept YS
49H Sutherland Street, Victoria, London SW1V 4JX
Please send for free list of new releases on Amstrad, MSX, Atari ST, Amiga, Commodore, Spectrum and +3 state which list. Future League Ltd.
Please note new programs will be sent the day they are released.

D = +3 DISC D1 @ £9.95
D2 @ £8.75
D3 @ £12.50
D4 @ £10.95
D5 @ £13.45
D6 @ £11.95

TRYBRIDGE SOFTWARE DISTRIBUTION

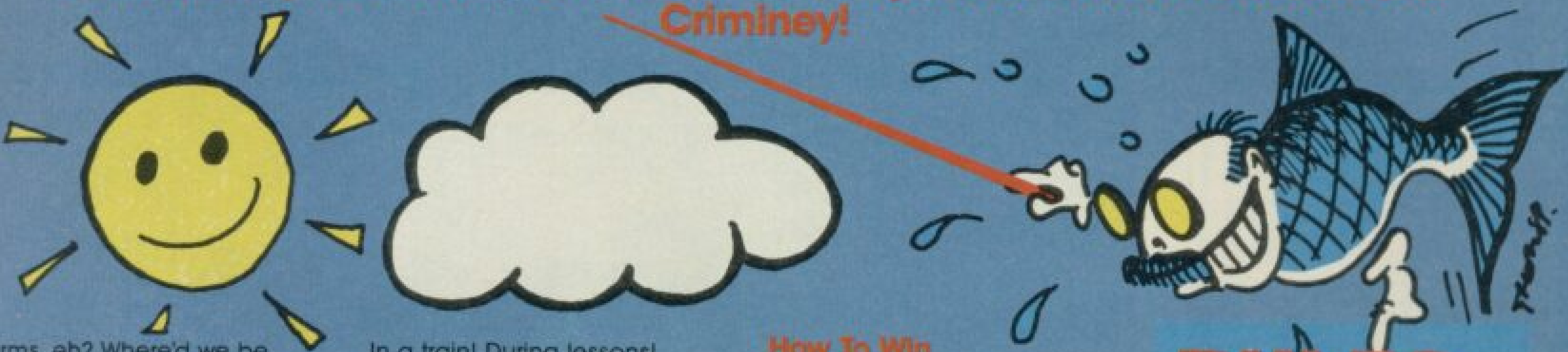
Please send chq/PO/Access, Visa No & Ex date to:— Trybridge Ltd, 72 North St, Romford, Essex RM1 1DA. Please remember to state the make and model of your computer when ordering. P&P inc UK on orders over £5. Under £5 and Europe add £1 per item. Elsewhere add £2 per item for AIR MAIL. Telephone orders: 0708 765271.

TITLE	SPECTRUM CASS	DISC	TITLE	SPECTRUM CASS	DISC	TITLE	SPECTRUM CASS	DISC
Ace	2.95		Game Set & Match	8.95	11.95	Puff Saga	6.95	10.45
Ace of Aces	2.95		Game Set & Match	8.95	11.95	Race Against Time	4.95	
Action Service	5.95		Garfield	6.00		Rambo 3	5.95	9.95
Adv Art Studio 128	14.95		Gauntlet	2.95		Red October	9.95	
Afterburner	7.45	10.45	Gauntlet 2	6.95		Return of Jedi	6.95	9.95
Airborne Ranger 128	9.95		Giants	10.45	13.95	Rex	6.95	10.45
Alien Syndrome	6.45		G I Hero	4.95		Road Blasters	6.95	10.95
Arcade Force Four	7.95		G Lineker Hotshot	6.95	10.95	Robin of Wood	1.95	
Archon Collection	6.95	10.45	Gold Silver Bronze	10.45	12.95	Robocop	5.95	9.95
Arc of Yesod	2.00		Guerilla Wars	5.95	9.95	Roller Coaster	2.00	
Arkanoid	3.50		Guild of Thieves		9.95	Rolling Thunder	6.95	
Arkanoid 2 Revenge	5.50	9.95	Gunrunner	2.00		Romper Room	2.00	
Army Moves	3.95		Gunship	6.95	9.95	Roy of Rovers	5.95	9.95
Artura	5.95	8.95	Gyron	1.00		R Type	6.95	10.45
Athena	3.95		Hardball	2.95		Russia	6.95	
Ballbreaker	2.00		Hard Guy	2.00		Salamander	5.50	
Barbarian Psygnosis	6.95		Headcoach	2.95		Samurai Warrior	4.95	
Barbarian 2 Palace	6.95		Heartland	2.00		Savage	5.50	
Bards Tale 1	6.95		Hellfire Attack	6.95	10.45	S D I (Activision)	7.45	
Batman	2.95		Hero	1.00		Shaolins Road	2.95	
Batman Caped Crus.	5.95	9.95	High Frontier	2.00		Shoot Out	6.95	10.45
Best of Beyond	2.95		Hive	2.00		Sidearms	6.95	
Best of Elite Vol. 1	3.95		Hotshot	6.00	8.95	Sidewize	2.95	
Beyond the Ice Palace	5.95	9.95	Hyperball	1.50		Silent Service	6.95	
Bionic Commando	6.95		Icups	1.50		Silicon Dreams	9.95	
Black Lamp	3.95		Ikari Warriors	5.95		Skateball	6.95	10.45
Black Tiger	6.95		Impact	6.95		Skatecrazy	5.95	10.95
Bounces	2.00		Imp Mission 2	6.95		Skate or Die	6.95	10.45
Bubble Bobble	5.45	8.95	Ingrids Back	9.95	12.95	Soldier of Fortune	5.00	8.95
Buggy Boy	5.50		Intensity	5.00		Soldier of Light	5.95	
Butcher Hill	6.45	10.95	Int. Karate	2.95	4.95	Solid Gold	7.45	10.95
California Games	3.95	10.95	Iron Lord	8.95	13.95	Space Ace	10.45	12.95
Captain Blood	6.95		Jewels of Darkness	9.95		Spindizzy	2.00	
Carrier Command	9.95	13.95	Karate Ace	10.45	12.95	Spy v Spy Arctic	2.95	
Circus	6.95	10.45	Kinetik	1.50		Spy v Spy Trilogy	6.95	
Combat School	5.45	9.95	Knightorc	9.95		Stalingrad	7.45	9.95
Comet Game	1.00		Konami Collection	6.95	12.95	Star Raiders II	2.00	
Crosswize	4.95		Krakout	2.95		Star Wars	6.95	
Cybernoid 1 or 2	6.45		Lancelot	9.95	11.95	Stealth Fighter	6.95	9.95
Daley Thompson 88	6.50		Laser Squad	6.95		Streetfighter	6.95	
Dark Fusion	5.95	8.95	Last Ninja 2	8.95		Street Soccer	6.95	
Dark Side	6.95	9.95	Leaderboard Par 3	10.95	13.95	Strike Force Harrier	2.95	
Doomdarks Revenge	2.00		Live Ammo	6.95	10.95	Strip Poker 2	6.95	
Double Dragon	6.95	9.95	Live & Let Die	6.95	9.95	Summer Olympiad	5.95	
Dragon Ninja	6.95	9.95	Lords of Midnight	2.95		Super Hangon	7.45	
Dragonslair	2.95		Madballs	5.50		Super Soccer	2.95	
Druid	2.00		Magnificent 7	6.95	12.95	Supersports	5.95	9.95
Earthlight	3.95		Marauder	6.95	10.95	Supersprint	2.95	
Echelon	6.95		Matchday 2	4.95		Supreme Challenge	8.95	11.95
Elite 6 Pak 1, 2 or 3	6.95		Mega Apocalypse	6.95	10.45	10 Mega Games	9.95	10.95
Emlyn Hughes Football	6.95	9.95	Metaplex	2.95		20 Chartbusters	6.95	
Empire Strikes Back	6.95		Metrocross	2.95		Taito Coin Ops	8.95	11.95
Enigma Force	2.00		Miami Vice	2.95		Target Renegade	4.95	
Espionage	5.95	9.95	Mickey Mouse	6.95	9.95	Techno Cop	5.95	10.95
Exploding Fist +	5.00		Mindfighter	9.95		Terrapods	6.95	
Eye	3.95		Mini Putt	6.95	10.45	The Games Winter	6.95	10.95
4X4 Off Road Racing	6.95		Motor Massacre	5.95	8.95	Thunderblade	6.95	9.95
F16 Combat Pilot	9.95	13.95	1943	6.95	9.95	Thundercats	5.95	
Fairlight 2	2.00		19 Bootcamp	6.95	·	Tiger Road	8.95	9.95
Fair Means or Foul	5.45	8.95	Nemesis The Warlock	2.00		Time and Magick	9.95	9.95
Fernandez Must Die	6.95	9.95	Netherworld	5.95	9.95	Time Stood Still	5.50	9.95
Final Matrix	2.00		Nigel Mansell GP	6.95		Tracksuit Manager	6.95	
Firetrap	2.95		Nightraider	7.45		Train Escape	6.95	10.45
Fish		9.95	Nodes of Yesod	2.00		Trantor	6.95	
Fists & Throttles	8.45	9.95	Ocean Compilation	7.95	11.95	Trio Pack	3.50	
Five Computer Hits	3.95		Ooops	5.50		Triv Pursuit	9.95	
Fivestar 1, 2 or 3	6.95		Operation Wolf	5.75	9.95	Triv Pursuit New Begin	9.95	
Flight Ace	9.95	12.95	Outrun	6.95		T Wrecks	5.95	9.95
Flintstones	6.25		Overlander	5.50	9.95	Tyger Tyger	5.00	
Flying Shark	5.50		Overlord	7.00		Typhoon	5.50	
Fox Fights Back	6.00	8.95	Pacland	6.25		Ultimate Collection	9.95	
Football Director	6.00		Pacmania	5.95		Untouchables	5.95	9.95
F15 Strike Eagle	6.95		Pawn	9.95	10.95	Vectron 3D	2.00	
Football Manager	2.95	4.95	Pepsi Mad Mix	5.95	9.95	Victory Road	5.00	9.95
Football Manager 2	6.95	9.95	Peter Beardsley	6.25		Vindicator	5.00	
Freddy Hardest	2.95		Phm Pegasus	6.95	10.95	Virus	5.50	
Frostbyte	2.00		Pitfall 2	1.50		Vixen	6.50	10.45
Future Knight	2.00		Platoon	6.95		We are the Champions	6.95	12.95
Game Over	3.50		Predator	7.45		Wec Le Mans	5.95	9.95
Game Over 2	6.95	9.95	Pro Soccer Simulator	5.95	8.95	Whirligig	4.95	8.95

These prices are available by MAIL ORDER ONLY

What A Stormer!

Win A Casio LCD-Screen 'Pocket' TV Plus Ten Copies Of That 'Happening' Disc *John Kettley Is A Weatherman* And 25 Copies Of Hewson's *Stormlord*. Criminey!



Storms, eh? Where'd we be without them? Probably somewhere a lot warmer and drier, that's where. You can never tell when you'll be caught short (Oo-er) by one in a bus shelter or under a tree with nothing to do except twiddle your thumbs. Well no longer! Cos we've got the answer . . .

The Prize Is Right

A Casio miniature colour TV is just the job. With a two and a half inch liquid crystal colour screen and its own handy-dandy built in aerial, you can watch it anywhere. On the bus! In a train! During lessons! (Unless you get caught, and if you do that's your own stupid fault so don't blame us.) Normally it would cost around a hundred sovs, but to the winner of this compo, it's as free as a bird flying south for winter (or something).

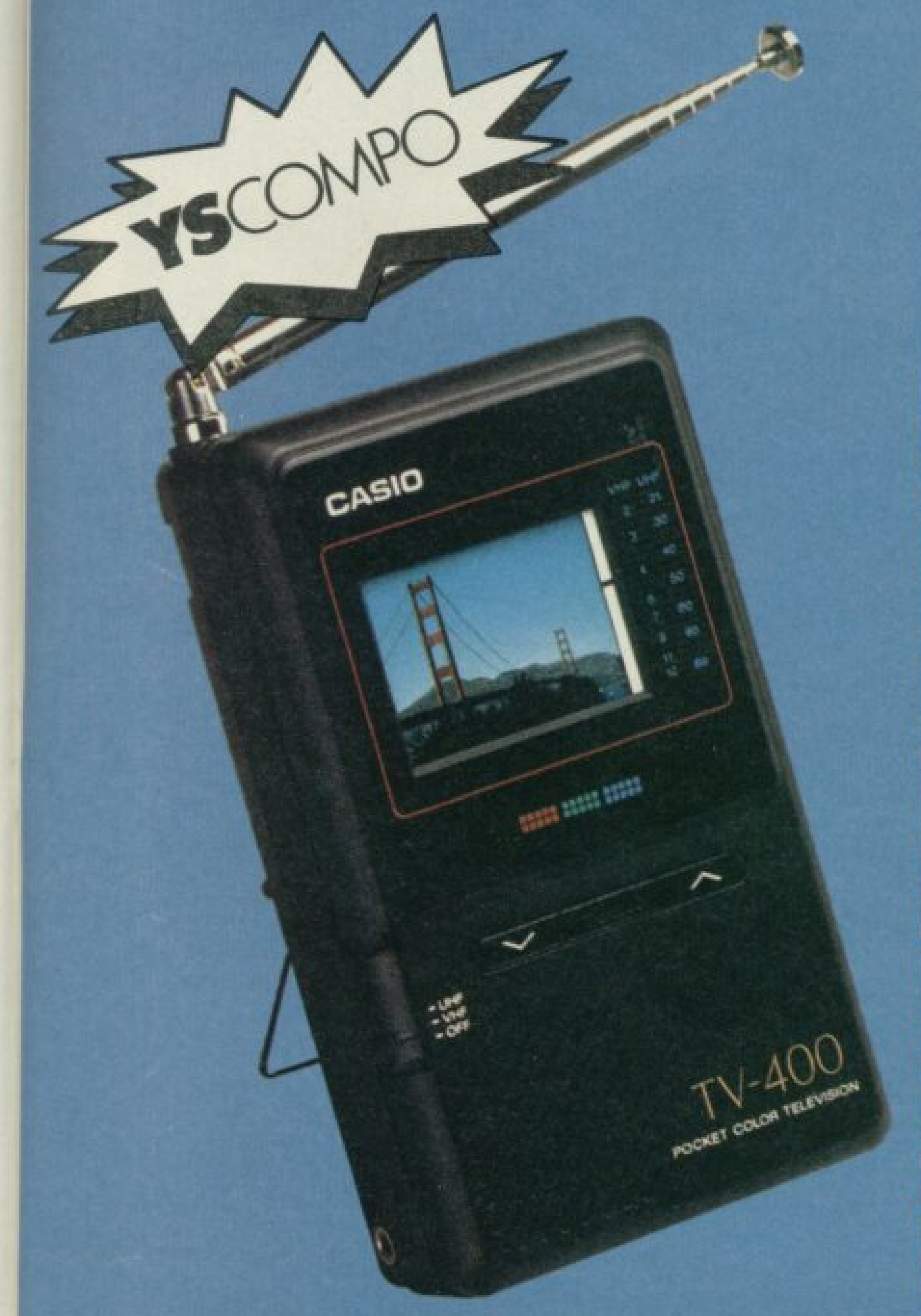
Plus the ten runners up will get one copy of that 'happening' disc, *John Kettley Is A Weatherman*. What a corker! Hewson, who's splashed the cash for these rather wonderful little items, has also provided 25 copies of Raf Cecco's newie *Stormlord* to add to the fun.

How To Win

It's weather quiz time. Listed on the coupon are five questions about those lovable weather forcasting folk from TV-land. All you have to do, quite simply, is answer them. Finished? Good, now cut out the coupon, blu-tac it onto a pair of Ian McCaskill's giant spectacles (or a postcard), and send it to Gor Blimey, The Weather's In A Right Blimmin' Two And Eight, But I Don't Mind Cos Bill Giles Is Such A Dreamboat Compo, *YS*, PO Box 1509, Enfield, Middlesex EN1 1LQ. Deadline is the end of March.

RULES

- Dennisettes and Hewsonites should stay indoors for this one or they'll get pissed on.
- If your entry arrives after March 31st 1989 your roof will leak, the kitchen will flood and you'll be in all sorts of trouble, matey.
- T'zer's been looking at the seaweed and knows which way the wind's blowing(?)



The three minute slot after *The News At Six* is my favourite televisual feasting time, so I'm bound to get these right . . .

1. Name the female weather presenter who got so much flak from the viewing public about her dress sense (or rather lack of it) that she had a birrova breakdown and had to discontinue her career.

2. What would be the best accessory for one of Michael Fish's jackets?
(a) A white carnation?
(b) An acid house smiley badge?
(c) A volume knob?

3. Who's got the biggest bottom?
(a) Wincey Willis?
(b) Anneka Rice?
(c) Cyril Smith?

4. Name the weatherman who leaps manically about on a giant map of the UK wielding a watering-can.

5. Who's got the warmest front?
(a) Wincey Willis?
(b) Anneka Rice?
(c) Cyril Smith?

Name..

Address..

....**'Zip' Code**..............................

1...

2...

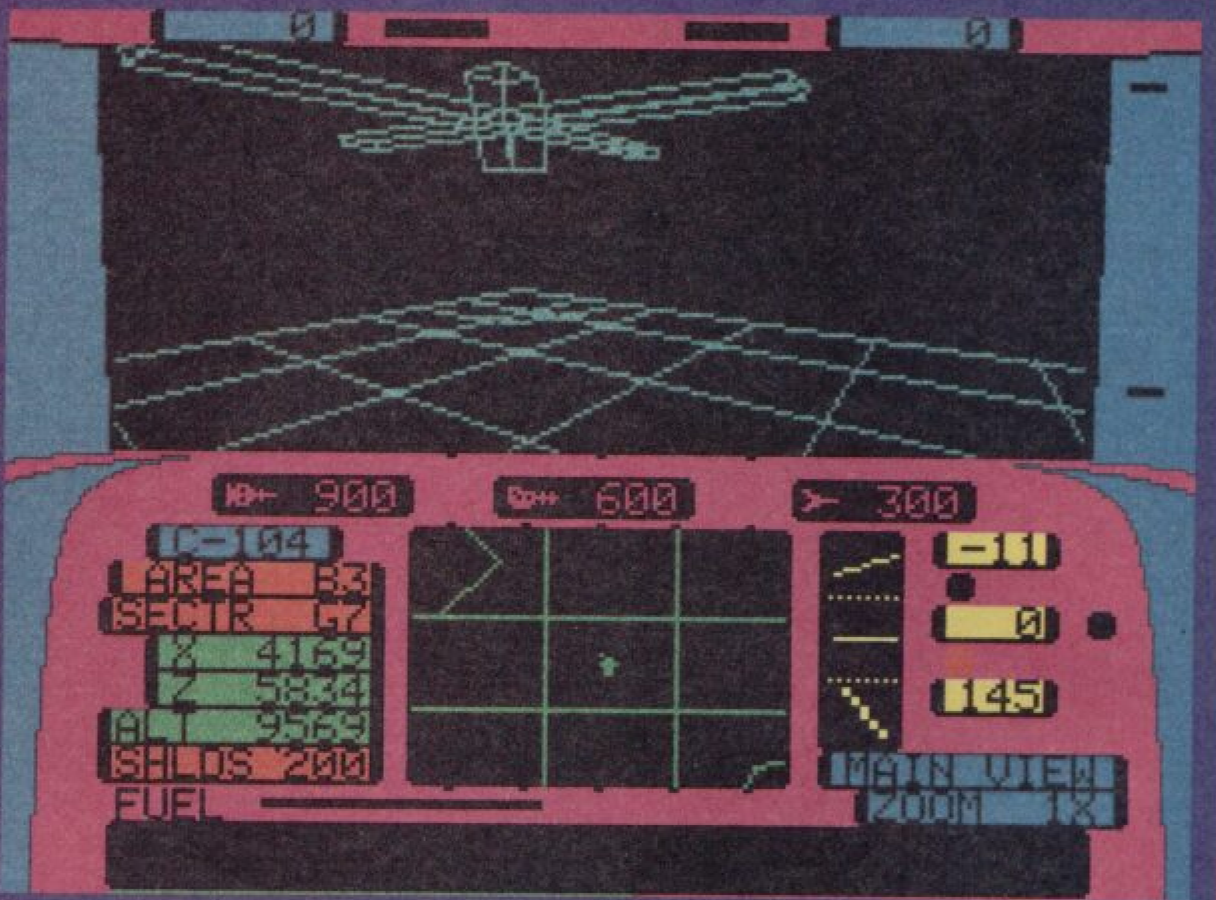
3...

4...

5...

SCREEN SHOTS

ECHELON



US Gold/£9.99 cass/£12.99 disk

Jonathan There are three things that are guaranteed to make any reviewer's knees tremble – even one as hunky as myself: a 54-page A5-sized manual, a list of approximately 35 different control keys, and a deadline measured in nanoseconds. And all after I've just swallowed the last mouthful of Balisto.

But what is the relevance of all this, I hear tens of thousands of readers simultaneously cry? Well, the whole lot of them just fell through the letter box, along with a copy of *Echelon*. It's one of those awesomely complicated simulation games that I'm supposed to like so much, set on another planet just for a change.

Your task, should you choose to accept it, and I strongly suggest that you don't if you value your sanity, is to patrol the solar system's tenth planet, Isis, in your C-104 Tomahawk and try to find the base of a group of pirates that have been giving the Space Federation some hassle. In other words, an explore, collect and shoot game.

There are all sorts of puzzles to be solved in order to locate the base, mainly involving finding little flashing dots on the surface. These are 'clues,' which are used to fill in the six maps which show how to get to the base. There is also a code to break which will let you decipher the pirates' transmissions or something.

Before you get stuck into that lot, however, there are hundreds of bits and pieces to get to grips with, including a teleporter for getting the things you collect back to base, an RPV for exploring the planet surface by remote control, a hyperdrive for hopping round the planet and all sorts of other things. Hence the 35 control keys.

In case you hadn't gathered, this is one helluva complicated game, not to be tackled by the faint hearted. Left-right-up-down-fire fans can forget it for a start, as the one thing this game isn't is a shoot 'em up, and any pretensions it may have in that directions are best forgotten.

The problem lies in the graphics, which are horribly sluggish. Wire-frame animation is normally pretty smooth on the Speccy (*Starglider* being a good benchmark). In *Echelon*, however, you can get the screen update rate down to under two frames per second if you try hard enough. This means that accurate combat is practically impossible, and is best avoided. The only solution to the problem is to turn off various bits of the display, such as the scrolling map and the reference grid on the ground. This speeds up the graphics no end, but makes it extremely hard to see where you're going.

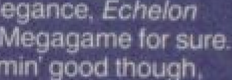
This aside, though, *Echelon* has a lot going for it. The map is awesomely huge and is littered with different types of buildings, towers, rivers and bridges. There is even a series of training courses to help improve your skills, and a nice touch is the ability to get the RPV to track your ship as it flies around, so you can watch yourself pile into the ground from any number of different angles. There's no sound, though, which is a shame.

If it wasn't for the lack of graphical elegance, *Echelon* would be a Megagame for sure. It's still blimmin' good though, and gives you more bytes per pound than most other stuff around at the moment. You'll learn some novel yoga positions trying to handle the controls as well.

YS CLAPOMETER

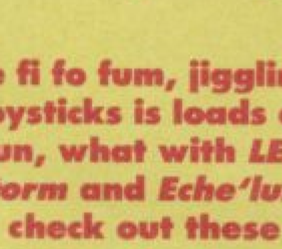
A brain-blendingly complicated space simulation with plenty of mileage in it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



8

Fe fi fo fum, jiggling joysticks is loads of fun, what with *LED Storm* and *Eche'lun'*, check out these pages – they're all quite rum.



***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.



G.I. HERO

Firebird/ £7.99 cass/£12.99 disk

Macca You and your alsatian, Killer (named after his most amiable quality) have been parachuted into a politically sensitive tropical country, where you are ordered to recover some stolen peace plans. Unfortunately, you and your 'best friend' have a little mid-air tiff and end up going your separate ways during the descent. Mildly concerned about the fate of your slavering dog, the fact that the ground is rushing towards you at 42 feet per second slips your mind.

Crunch!

You land badly, damaging some vital equipment (and your chances of ever having a family). Not only that, but the place is swarming (and we are talking locusts here) with enemy troops, who have been alerted to your presence by your raucous cry as you hit the ground. And on top of all that, you've still got the four stages of your mission to carry out as well.

First: find your yapping canine. Second: kill the stupid mutt or locate the enemy camp and assassinate the leader. Third: search out the helicopter base and destroy it with your limited supply of mines. Fourth: escape. What could be easier?

Due to an incredible stroke of luck, you managed to retain your rifle, some ammo, a homing beacon, a cipher (which receives messages from a surveillance satellite), and a battery to power all those things. And all the enemy soldiers appear to have fingers made of butter, because there are discarded magazines all over the place.

So off you go trudging through a flick screen jungle, slipping through passages, climbing into sub-terrainean caverns, shooting the occasional soldier who's dumb enough to cross your path (yawn), finding the dog who will leap forward into the attack as soon as any enemies appear, trudging through some more jungle, shooting the... (snore).

The jungle locations are unremarkable and almost identical to each other. Sick looking but colourful palm trees on the surface, and a gloomy array of stalagmites and stactites underground. All the characters are huge, nearly one third screen height, and well detailed. They're all protected from colour clash by a thick black *Dark Sceptre* mask. The central character animates very well, crouching and turning convincingly, and the enemy soldiers crumple satisfyingly when shot.

But the gameplay has a lot to be desired. All the screens are too much alike and you spend most of your time getting lost or being lost (which ever is most interesting). Shooting the soldiers is not difficult, since they're so big. You just fire and they're history.

All this collects into one massive heap of boredom. Not even finding the enemy camp can resurrect it. I feel something could have been done to heighten the tropical atmosphere, like the odd fly buzzing past, or having water percolate from the stalactites or something.

And it's a pity you can't shoot the dog.

YS CLAPOMETER

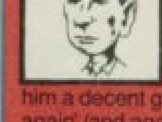
Tedious and thin tropical maze game. Good graphics but not enough action, not enough atmosphere, and too much boredom.

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■□□□□□
VALUE FOR MONEY	■■■■■□□□□□
ADDICTIVENESS	■■■■■□□□□□

5

JOYSTICK JUGGLERS

How are Sean's spoon-balancing antics progressing? Is Jonathan still called Jonathan? Has Marcus been totally replaced by fairy liquid bottles and sticky-backed plastic? You want answers? Oh dear, you probably won't get them here.



Richard Blaine – Of all the columns in all the computer mags in all the world, Richard has to walk into this one. Give him a decent game and he'll 'play it again' (and again and again).



Sean Kelly – Sean, the planet Earth's most distinguished spoon-balancer has been returned to our planet by the aliens who kidnapped him several months ago.



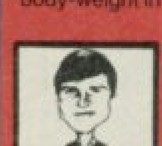
Jonathan Davies – The man who liked Martech's *Shoot Out* so much he gave it four, Jonathan has recently taken up Sumo Wrestling. Watch out for him on Channel Four's Grand Basho tournamant later in the year.



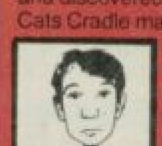
Ciarán Brennan – People have difficulty pronouncing Ciarán's name – so we'll put the record straight. The first part sounds like 'life peer' (without the 'life' bit) and the second part sounds like 'an', 'un' or 'on', depending on where you come from. Some people just call him Karen.



Phil South – Hemel Hempstead's answer to Mr Creosote and still raking in the royalties from his adventure game *Fish*, Phil still finds time to relax in front of the telly whilst scoffing three times his own body-weight in cheeseburgers.



Marcus Berkmann – Journalist extra-ordinaire Marcus has recently found a new hobby. Heartlessly casting his macrami needles to one side, he's picked up a length of string and discovered the excitement of Cats Cradle making.



David 'Fab Macca' McCandless – Last but not least it's the new *YS* heart-throb (if you don't know why, check out the mugshot on the *Pitstop* pages).

YS SCORES

10 [illegible]
9 [illegible]
8 [illegible]
7 [illegible]
6 [illegible]
5 [illegible]
4 [illegible]
3 [illegible]
2 [illegible]
1 [illegible]

ANCIENT BATTLES

ENCYCLOPEDIA of WAR

YOUR SINCLAIR MEGAGAME

CCS/£14.95 cass

Martin Now this is my sort of program. CCS has published some excellent wargames for the Spectrum over the last few years, and if *Ancient Battles* were just another goodie then I would probably be telling you to rush out and buy it.

But the program is actually far more than that: it is a system by which you can design your own battles, choosing two armies from a total of 24 historical nations from the ancient world and picking the topography of the battlefield as well. So I'm *ordering* those of you who are strategy buffs, to rush out and buy it. On the double.

When you first load up the tape the program automatically sets up the battle of the River Hydaspes, one of the four pre-designed scenarios which come with the game. Hydaspes was a battle fought in 326 BC between Alexander the Great and an Indian army which far outnumbered him. He won, of course.

Hydaspes is an excellent simulation. The graphics are very crisp, and the mechanism by which you can give your troops orders is simple. You scroll about the map, observing where your units and the enemies' are. Then you put the cursor on one of your units, and hit fire. You can either order it to move to wherever you move the cursor to, or you can tell it to follow another unit. This means that you can set the whole thing up so that you only have to tell four or five of your 20 or so units what to do each turn, and the rest will follow them. Much more realistic, and much less time consuming than giving each unit individual orders.

You can choose to play against the computer, or up to two of your friends. You can also pick something called 'shared command': this means that the computer takes the roles of the subordinate commanders in the battle, and decides what they will do within certain guidelines which you lay down at the start of the game — advance, defend or skirmish.

Generals are important, as you can only give two orders per General. If you don't have enough, then you won't be able to use all your troops effectively.

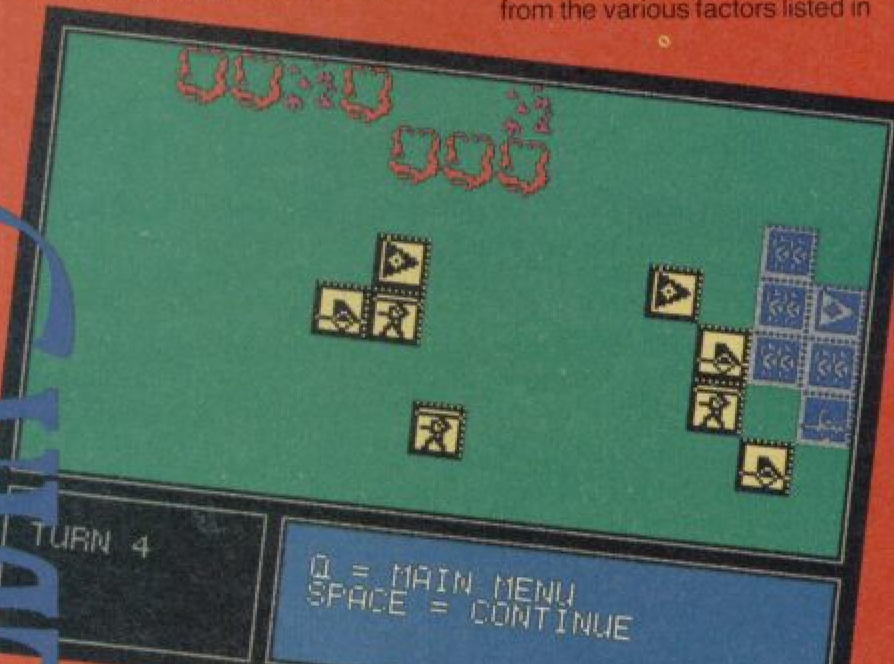
There's not a lot more that needs to be said about the actual battle program. Judging from the various factors listed in the rules book, it is a faithful and successful attempt to translate table-top wargames rules into a computer format. It takes into account morale, fatigue, flank and rear attacks, the psychological effects of friendly units and a host of other things. Given the three other scenarios you get, what you have is a brilliant package of games for the wargame or strategy afficionado.

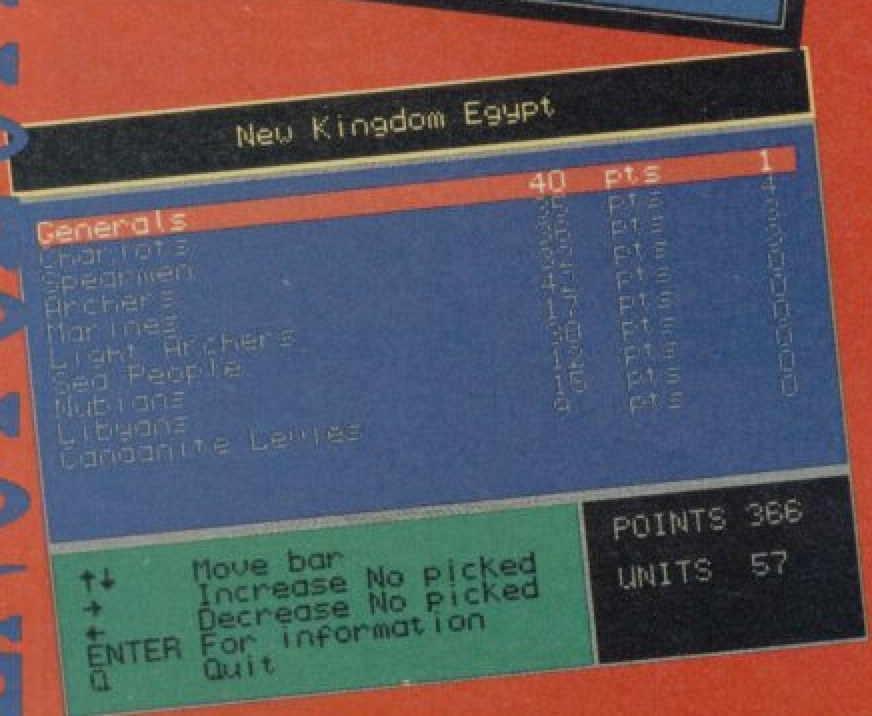
The real strength of the program is the 'design-your-own' battle option. What I was expecting was a program which let me choose which two of 24 possible nations I wanted to have a battle between, to choose how big the armies were going to be and what units they would consist of and to design my own battlefield. In short, I thought I was going to get all the flexibility of table-top wargaming in a computer program. And I did — plus some extra bits that I hadn't expected.

What I hadn't expected was the flexibility and ease of use of the whole system. Plus I hadn't expected the sheer detail it offers when you are choosing an army. Not only do you get to choose what nation you want to fight with: you also get to choose a particular type of army from a particular campaign. So you can choose a Professional Roman army, from the first century BC and onwards, from the eastern or western half of the Roman empire…

Having designed your own army (and saved it!) you can then design the battlefield you want to fight over. Very simple: just choose the size, then start slapping scenery down. Move the cursor to where you want a wood to be, check the terrain list at the bottom of the screen for the right key for woods, hit it and presto! you've repaired part of the damage caused by the October Hurricane without getting your boots muddy! Same thing for everything else — just remember rivers should go somewhere too!

Even without the do-it-yourself option, *Ancient Battles* is a great package. In fact it could well be the best buy for a strategy gamer for 1989. Unless, of course, CCS releases another in what I suspect is going to be a series of Encyclopedia Of War games.





YS CLAPOMETER

An excellent package: good game with added bonus of 'design your own battle' mode.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

L.E.D STORM

US Gold/£8.99 cass/£12.99 disk

Matt Whizzing along in your special supersonic (I'll bet) supercar at hair-raising speeds through a city centre isn't the wisest thing to do at the best of times, I'm sure you'll agree. You are liable to get pulled over or even sent down for frightening old ladies, creating unacceptable noise levels and generally being a ruddy nuisance (Mr. Spencer).

The driver in US Gold's *LED Storm* is even more reckless though. He obviously thinks that if you use a road you must be totally hatstand cos he likes nothing better than to race across the tops of city buildings, using his handy jump button to bound from one to another.

What's so wrong with that, you might say? Boys will be boys and all, and it's not as if he's harming anyone — except for flaking a bit of ceiling plaster and spilling a few nice cups of tea each time he lands. All very well, I answer self-righteously, until you topple off the edge and plummet to the ground, causing untold inconvenience to those below, and proving yourself to be a rather inconsiderate and anti-social individual after all.

LED Storm is all about this sort of wacky lark, though, to be fair, our hero does eventually take his high jinks out into the desert where he's less likely to be a bother. And — cue fanfare — quite fun it all is too, though there doesn't seem to be a great deal of variation between the nine levels once you've got over the shock of a new background colourway (as they say in Habitat and all good furniture shops).

The first thing to be said is that it's all very fast — even more so when you keep the pedal to the metal, your foot to the floor and your knees in the weeds (?). The screen scrolls upwards at such a rate that obstacles such as twists and splits in the road, boxes, other cars and chasms are often upon you before you've time to do anything about it. Worst of all are the small gangs of thugs who grab hold of the back of your car, dragging behind you until you slow right down. Most frustrating, and best dislodged, I found, by making a tactical minor crash into some other object.



Unless you collect extra fuel/energy/whatever, you are going to run out of steam long before the end of a level. So do this by collecting letters that litter the track to build up the word ENERGY, and by jumping into the air to collect the floating fuel drums, which look like hot air balloons or light bulbs (take your pick). Be careful when you jump though — failure to look ahead could place you tottering on the edge of the roadway, then falling majestically to your doom like the Coyote in a *Roadrunner* cartoon.

Later levels take place along sandy valleys, through caves, across a coral reef and so on, ending up in cloud city which is just like the first level except, erm, cloudier. Some of the objects and nasties change, but the game, like the song, remains the same — a quick, fun blast through a twisty, turny environment.

Soundwise it's on the minimalist side — a high pitched squeal whenever you spin the car, and a wibbly sort of noise as you jump being the most noticeable. Sprites are small and not particularly striking, but it is the speed of the thrills that makes the game, not the graphics. It's also the only way that I personally know to fully enjoy the thrill of driving along building tops that doesn't require the co-operation of a few ropes, a winch (to get the car on the roof), a ramp (to get the car into the air and heading in the direction of another roof), another building (one that doesn't mind being landed on by a heavy and out of control car) and the local constabulary (to prevent yourself being locked away and later heavily featured on the *News At Ten* as a dangerous loony).

Circumstances and practicalities thus conspiring so neatly against my partaking of my favourite sport, I am reduced to playing the simulation instead, which is one of the reasons why I still work on a computer magazine (and not the mail room at an institution for the criminally insane), and why happy shoppers are still safe to walk the streets around Castle Rathbone, free from the fear of tumbling metal.

YS CLAPOMETER

A futuristic, vertically scrolling racing game that is only average in most areas except (EXCEPT!!) for speed — where it positively stomps on most rivals.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

QUESTION OF SPORT



Elite/£14.99 cass & disk

Ciarán I'm sorry folks, but I've got no time for *A Question Of Sport* anymore – now that Emlyn's detected to *Physical Pursuits*, that's the proggie for me. Lovable old Em' may have ditched the trendy sweaters for the red chic of a silky tracksuit, but the combination of naff *It's A Knockout* games and a female co-presenter who's springier than Zebedee from *The Magic Roundabout*, makes this the highest point so far of Emlyn's distinguished TV career.

Now that he's gone, *A Question Of Sport* is a shadow of its former self. Em's replacement, Ian Botham may have a couple of natty sweaters tucked away in his wardrobe, but his giggle is too manly and his line of patter with big Bill leaves a lot to be desired – bring back Emlyn, that's what I say!

Elite's licensed computer game seems to have ignored the passing of Emlyn though, and manages to accurately reflect the TV programme's current format. Either one or two players take control of the respective teams and choose two team mates from a picturesque selection. This choice only really matters when it comes to the 'Home Or Away' round, as the chosen player's natural sport will decide the question.

Along with 'Home And Away', all of the other old favourites are here including 'What Happened Next' and that age old favourite, 'The Picture Board'. Each question is answered from a choice of four, with a fairly speedy timer clicking down and adding to the tension.

The only niggles I found in the presentation were that the correct answer wasn't given if a player guessed incorrectly, and that the whole event was over a bit too quickly. The first of these niggles could actually be taken as an advantage though, as it means that the supply of five question blocks may last a little longer. The manual states that each block of questions may start to repeat after four games, but in my experience, certain questions were making a re-appearance second time around.

Overall, *A Question Of Sport* is a competent sports trivia game with a slightly flat TV presentation. The lack of sound is definitely a drawback, but everything else measures up well. If you're the type who knows who partnered Martina Navratilova in the 1982 Wimbledon Mixed Doubles tournament, then this is an absolute necessity.

YS CLAPOMETER

Accurately captures the concept, but lacks a lot of the spirit of the real thing. A nice treat for sports fans though.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■□□□□□
ADDICTIVENESS	■■■■■■□□□□

7

COMPUTER MANIACS DIARY



Domark/£6.95

Ciarán Dear Diary, I'm glad to find out that today is a Bratislavian bank holiday, that it's also a good day to attempt to cut out some of my more unsavoury personal habits and that the temperature in Sierra Leone will be somewhere between zero and boiling — but can I now please make some entries of my own?

The Domark twins describe this timely release as 'a little bit of light entertainment' and that it certainly is, combining a series of loosely related sub programs inside a clever and easy to use 'diary' format. The only thing that's missing is the ability to make daily entries (other than the 30 character reminder message), so budding Adrian Moles will have to look elsewhere.

The basic idea is that you load the program up every day, enter the relevant data (the time, your own birthday and so on) and the screen will fill with loads of info including horoscopes, games and personal statistics. However, try as I might, I couldn't get it to remind me to phone my mother on July 7th, but I assume that this is an isolated error as everything else I attempted worked fine.

The games section is quite entertaining, comprising a short trivia teaser, an even shorter hangman outing and the silliest thing I've ever seen on any computer screen — a wordsquare! It's like giving you a blank crossword grid on screen and expecting you to fill it in with a pen.

Other little pieces of daily tomfoolery include a snack recipe (usually consisting of some type of inedible sandwich) and a guide to your own daily bio-rhythms — some sort of scientific way to tell whether you're in a bad mood or not. There's also a section on phone numbers of major software producers, but a quick glance at this was enough to reveal that two out of the first three entries were incorrect so I wouldn't care to think how accurate the whole list is.

The weather forecast section is a bit dubious as well — I mean how can Domark possibly predict the weather for every day of the year? Ian MacCaskill can't manage it and he has the massed technology of the British Met board to consult with.

Silliness aside, this diary will probably be well used in the Brennan household. After all, there are not many programs outside of the games world that provide as much entertainment as this — and it's also a bit useful in its own little way. Give it a try if you fancy stretching your Speccy out of the realm of alien zapping.

YS CLAPOMETER

Not so much a game, as an entertaining and occasionally useful utility.

GRAPHICS	□□□□□□□□□□
PLAYABILITY	□□□□□□□□□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■□□□

8

S.D.I.

Mediagenic/£12.99 cass/£14.99 disk

Macca *SDI* puts you in control of a satellite, central point of the Strategic Defence Initiative (Wow, this guy really knows his abbreviations — a wealth of suitably impressed readers) as it orbits the Earth and tries to destroy the squillions of nuclear warheads heading America's way.



Luckily, the satellite is fairly manoeuvrable and can zip about the screen pretty sharpish. Missiles, fighters and other killer satellites slide in from all angles. They either attack you, shoot you, or more likely just get in the way. A cursor follows you around and can be trained on any offending space craft to reduce it to ion particles — or whatever laser beams reduce things to.

But all these things are just decoys and distractions to lure you away from the real targets — the nuclear warheads. These glide through the screen silently and insidiously and must be vapourised before you can breathe with relief. If one of them manages to slip past you, then you'll have to play a defensive section and protect the Earth from a shower of splintering warheads.

The graphics are stylish and detailed, and animate very well (rotating, spinning, and gyrating) but they're arthritic when it comes to moving. They jerk across the screen as if in pain. Only the warheads move smoothly, but that's because they're so silent and insidious.

Although the satellite responds quickly to your wishes, the switchable cursor moving is very difficult to master and so frustrating.

All this is very straightforward. A simple rejuvenation of the *Missile Command* game, with a few extra pixels added for old times sake. The lure of extra levels, foes and difficulty creates an incentive for a couple of games, but it lacks that magical programming sparkle to make the attraction last any longer.

YS CLAPOMETER

Detailed but arthritic graphics don't help to alleviate the montony and dullness of this mediocre shoot'em up.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6

THE MUNSTERS

Again Again/£9.99

Phil What do they mean, Again Again? Have we seen this game before? No we haven't, so what's the crack? Oh, Again Again is the sister label to Alternative Software, eh? Hmm.

The Munsters made a welcome return to the screen when Channel Four began re-showing programmes from the sick sixties. (Most of you weren't around then, I know, but you didn't miss much. In fact, *The Munsters*, *Batman* and *The Monkees* were some of the best bits and you've probably seen them.) But what about a computer game for the eighties? Hmm, I don't know?

Admittedly the game is a state of the art, multiload arcade adventure with nice big sprites wandering around the Munster mansion, and horrid little flying sprites, and big characters chasing you. BUT when all is said and done it *is* still just a pick 'em up/shoot 'em up!

In look and feel the game resembles the *Rocky Horror Show* (remember that?) and this is no big surprise. You wander around the mansion picking up 'mystery' objects in the hope that you can rid the place of flying gribblies. You have 'spellpower' and you limply throw these balls of spell at the flying creatures and they explode — sometimes.



Some of them are impervious to your spells, unless you hit them more than once. And your spell power, indicated by the level of juice in the bottle on screen, drops each time you get hit by one of these creatures. Pretty regular fare, I think you'll agree, nosepickers. The dippiest thing about the game is that you only have one life. Why insist on *that* point of realism in the plot when the rest is so improbable, hmm, mon petite chuckie eggs? No reason at all, as far as I can see.

So what's the verdict on this *Munster* monster multiload? I think it should have been left in the dungeon till Again Again came out with a better idea. Fans of the series will like it for the tie-in, but don't expect anything too special. Still it is a large game, so offers reasonable value.

YS CLAPOMETER

TV tie-in, based on sixties monster show, from the makers of Terramex, *but not as good.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6

LAST DUEL

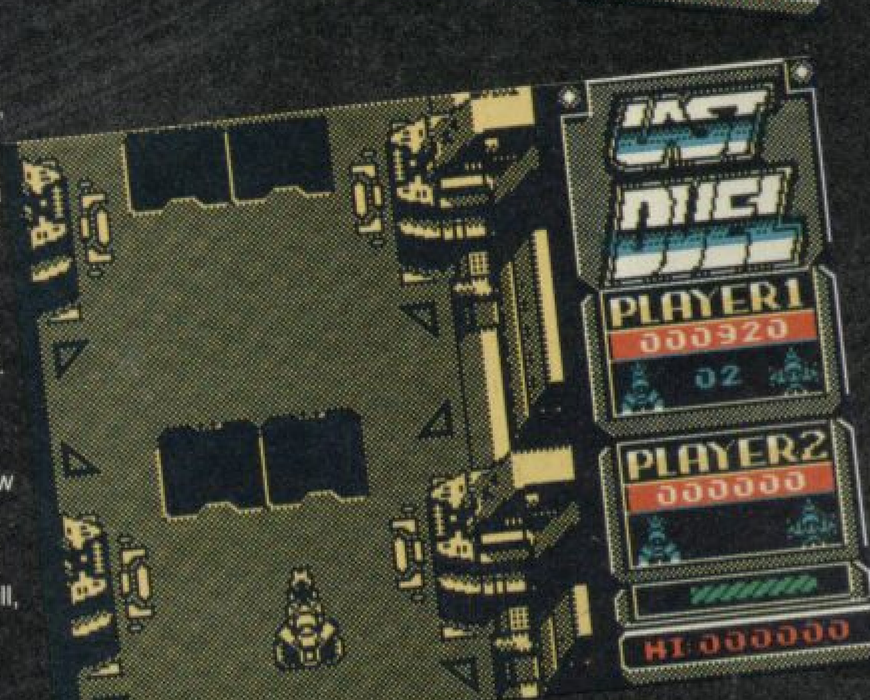
US Gold/ £8.99cass/ £12.99 disk

Davey Blimey O'Reilly! If I was faced with a road like the one on the first screen of *Last Duel*, I'd probably take an alternative route! I mean it's worse than the M1, judging by the number of holes and bumps in it. Mind you at least the M1 is bereft of gun turrets blasting away and crazy cars that come speeding up behind you — which aren't just trying to read your car stickers!

This, then is *Last Duel*, the latest from US Gold, and it's a vertical scrolling, overhead viewpoint, shoot 'em up in which you control a fabulous three wheeled vehicle — no not a Reliant Robin — an armoured, rocket powered mean machine which becomes a rocket fighter on alternative levels. There's some loony story about twin planets and princesses to be rescued too, but the only difference this makes to the game is that if you didn't know it, you would be totally baffled when on completing the game, some crazy chick called Sheeta (Oo-er!) comes onto the screen to wink at you!

Anyway back to the game. What we have here is a sort of *LED Storm* but with guns and a meanie at the end of each level. At the end of the first level the meanies appear in the form of three Chinese New Year procession dragons. I don't know about you, but I always rather liked these when I saw them on telly and it seems a little unkind to machine gun them to bits. Still, if you wanna get onto the next screen . . . blast away! Once there you step into a flying machine, to fly in the 'Golden Mystery Zone' as the game blurb calls it. Blast the giant bat meanie at the end and it's back to the three wheeler, and so on. Like *LED Storm* you can boost your vehicle's bits by driving through icons. In this game the icons are letter P's and they will give your gun rapid fire capabilities (Can I have a pee please, Bob?).





Last Duel is fast and tricky but it's a bit too samey for my liking. The vertical scrolling is smooth and fast, but the road overlaps onto side screens and scrolling in this direction is a bit jerky. Colour is limited as usual, which is a pity and makes a fast moving game like this all the more tricky, as you have to distinguish between incoming and outgoing bullets!

Another little moan is that the game is a multi-load and it's always more difficult to get into a game when you have to break off the gameplay to load each level. On top of all this, value for dosh, in my opinion, is affected by the fact that this game only comprises six levels. Ho-Hum! Still, if you have room in your games collection for another rolling road/scrolling space blast 'em up, then this is a fast, difficult example with some variety.

YS CLAPOMETER

Lip smacking', joystick jugglin', vertical scrollin', long on loadin', fast and challengin', samey shoot 'em up.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■□□□□□
ADDICTIVENESS	■■■■■■■□□□

6

The best deal for Spectrum Artists bar none

The Artist II is an all new graphics package following in the footsteps of its extremely successful predecessor, the Artist. A host of powerful new features includes:-

- *SUPERB QUALITY MULTI-FEATURE*
- *PULL DOWN MENUS*
- *WINDOWS ICON DRIVEN*
- *FONT & SPRITE DESIGNER*
- *ZOOM MODE*
- *FLEXIBLE CUT & PASTE*
- *ABLE TO SUPPORT MANY PRINTERS*

FULL PACKAGE INCLUDING ARTIST II AND MOUSE SYSTEM

ONLY **£49.99**



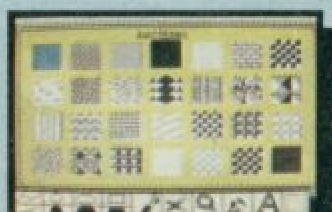
MOUSE INTERFACE

TOP QUALITY MOUSE

To complete the package, the Artist II also comes with a top quality mouse system & mouse interface. Take advantage of this Special Offer!, then just plug in & go!!

"THE BEST SPECTRUM ARTIST PROGRAM BAR NONE"
SINCLAIR USER CLASSIC, NOVEMBER 1986







FREE OFFER!
ORDER YOUR ARTIST II PACKAGE NOW AND WE'LL SEND YOU A FREE MOUSE MAT AND MOUSE HOLDER (WHILE STOCKS LAST).
USUAL RETAIL PRICE **£12.99**

PLEASE STATE 48/+2/+3 WHEN ORDERING



NEW QUICKSHOT TURBO

- Complete with Interface - plugs straight into Spectrum (all models).
- All the features of the best selling Quickshot II plus;
- Microswitch action for even longer life.
- Extra rugged construction.
- Superb styling.

ONLY £17.99
COMPLETE



EXTENSION CABLE

- Distance peripherals from your computer.
- 6" long.
- 56 way.
- Top quality connections.

ONLY £8.99

TWO WAY EXTENSION

- Allows peripherals to be connected together (memory conflicts allowing).

ONLY £10.99



SNAPSHOT II

- Now you can backup your games to microdrive or tape.
- Simply press the button to "freeze" the program.
- Save to microdrive or tape.
- All backups start from the point they were saved.
- Special compacting techniques.
- Add pokes or peek programme then restart.
- Built in joystick interface (Kempston system).

£24.99 POST FREE

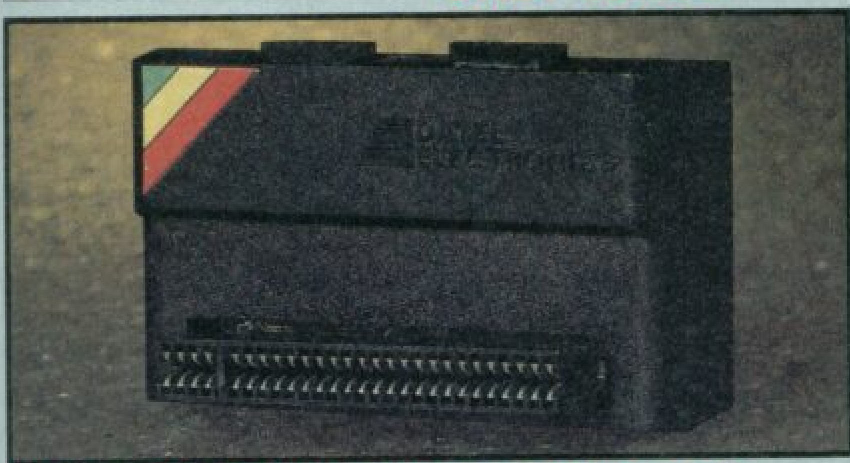
DATEL ELECTRONICS



INTERPRINTER

- Connect fullsize Centronics printers to your Spectrum.
- Complete with printer cable.
- HiRes screen dump (Epson).
- Microdrive compatible
- Compatible with Tasword 2.
- Easy to use.

ONLY £24.99



DUAL PORT JOYSTICK INTERFACE

- Can also be used with two joysticks with games that allow simultaneous two player control.
- 2 joystick ports - Kempston type - one Cursor type.
- Accepts any 9 pin joystick including rapid fire types.

ONLY £8.99

SPECIAL OFFER!
DUAL PORT + QUICKSHOT II ONLY £15.99
DUAL PORT + QUICKSHOT TURBO ONLY £18.99



QUICKSHOT II

- The world's top selling joystick.
- Complete with interface.
- Maximum compatibility (Kempston system).
- Auto fire/rapid fire.
- Plugs straight into Spectrum/Plus/ +2/+3 etc.
- Stabilizing suction cups.
- Complete - no more to buy.
- Top & trigger fire buttons.

ONLY £13.99



ROBOTEK

- Robotics & model control made easy on Spectrum.
- 4 independantly controlled outputs for relays, models, lights etc.
- 8 independant inputs for sensing etc.
- This is the product that the Lego Publication "Make and program your own robots" was based on.
- Comes complete with cables.

ONLY £29.99



GAMES ACE

- Accepts any 9 pin joystick plus - delivers sound from games through TV speaker (fully controllable).

ONLY £10.99

Complete with Quickshot II

ONLY £17.99

or complete with Quickshot Turbo

ONLY £21.99



LIGHTWRITER

- Just plug in and draw circles, rectangles, squares & freehand drawing.
- Choose inks, papers, erase, fill etc.
- Menu driven.
- Save results into memory or tape.
- Animate screens from memory.
- Complete package includes lightpen & interface plus software.

ONLY £14.99

LEADS ETC.

+3 CASSETTE ADAPTOR LEAD

- Now you can connect your +3 to a cassette recorder.
- 2ft long.

ONLY £3.49

+2 JOYSTICK ADAPTOR LEAD

- Allows standard 9 pin joysticks (Quickshot II/ Turbo etc.) to be used on +2/+3 computers.
- Supports rapid fire models.

ONLY £2.99

REPLACEMENT CASSETTE LEADS

- For 48/128/+2.

ONLY £3.49

REPLACEMENT T.V. LEAD

- ALL MODELS

ONLY £3.49

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

SINC 2

WEC LE MANS

Eeeeeeeoooooowwwww!!! Could this be the best car racing game yet? *Matt Bielby* gets his crankshaft (fnar) in gear to find out.





Wooaahh! You're approaching this corner too fast. Put the brakes on and change down a gear. Remember — Captain Tread says 'Safety first!'



It's not much fun being a Le Mans 24 hour racing driver. First you get strapped to the front of a giant petrol tank containing a trillion gallons of highly dangerous fluid. Eeek! That's enough to put most people off for a start.

Then they send you off around a twisty, turny, treacherous track at 200 miles an hour, with 30 or more totally mad people to join you. And that's not the worst!

The worst is that they make you do it for 24 (24!!) hours non stop (well, actually, that's a bit of a lie) and feed you full of coffee to keep you awake. All very well, but what they haven't thought of is providing any way to, erm, 'do your business,' without stopping and losing the race. Ouch! Maybe a full bladder is an added incentive to winning and getting first in the queue to the little drivers room.

But in Ocean's new game *WEC Le Mans* you *can* stop playing at your convenience to use the, er, convenience. And there are so many other good things about *WEC Le Mans* I don't know where to start.

This is possibly the best Speccy race game we've seen since *Enduro Racer*, knocking *OutRun* and the rest into the pits. Indeed, though the graphics and animation are perhaps not quite up to *Enduro* standard, *WEC Le Mans* manages to remember where the other cars are meant to be in relation to you rather better, so it's a real race against other cars instead of just the clock.

YOUR SINCLAIR MEGAGAME



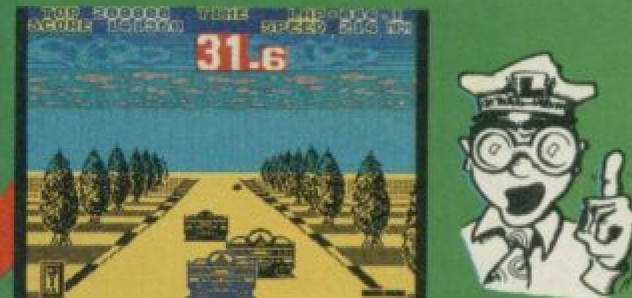


HOW TO LOSE THE RACE, WITH CAPTAIN TREAD

Hello, I'm Captain Tread, your advanced driving instructor. The ups, downs and bends on this Le Mans course can be very dangerous, unless you know the drill. That's where I come in — I'm here to help.



Look! There are some cars in front of you! Don't just plough through them, you could cause a nasty accident. Beep your horn and only pass if and when they have pulled to the side of the road. Captain Tread says 'Think before you overtake!'



Hey, be careful, you could do someone an injury just pulling out like that. Mirror, indicate then (and only then) manoeuvre. Captain Tread says 'You're not the only driver on the road — don't forget it!'

STAGE ONE

WEC Le Mans has lovely large car sprites, a challengingly curvey track and a smooth set of acceleration/braking/gear change controls. However, there are no surprises at all in the gameplay: bonus points and extra time are given if you manage to make each successive time checkpoint and you spin off if you hit the trees, barriers or other cars.

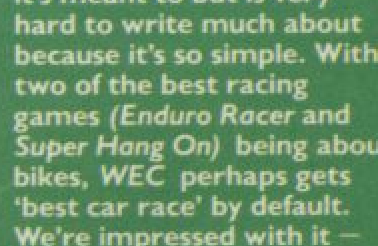
This total lack of anything unexpected is perhaps the game's weakest feature. For example: the game is based on the one famous race course so each lap is exactly the same as the last, which may help it become a good simulation of the repetitiveness of an actual race but is not exactly a selling point.

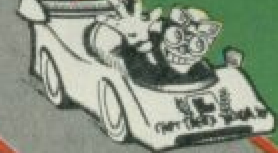
Get far enough and the course switches to night for a bit, where it all gets a bit more difficult 'cos you can't see a thing except headlights!!

So, a rather fine racing game that works exactly as it's meant to but is very hard to write much about because it's so simple. With two of the best racing games *(Enduro Racer* and *Super Hang On)* being about bikes, *WEC* perhaps gets 'best car race' by default. We're impressed with it — but we wouldn't buy the company. *(Oh I don't know! Ed)*



Slow down — you're driving like there's no tomorrow. Captain Tread says, 'Imagine you have an elderly relative in the passenger-seat drinking a mug of Ovaltine.'

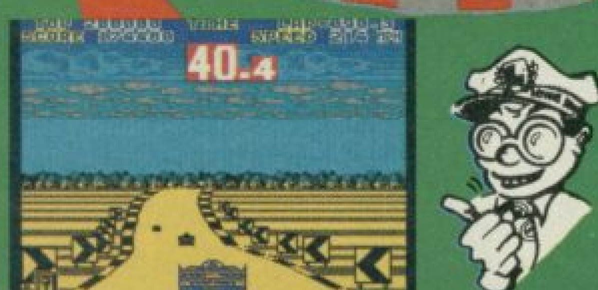




STAGE TWO

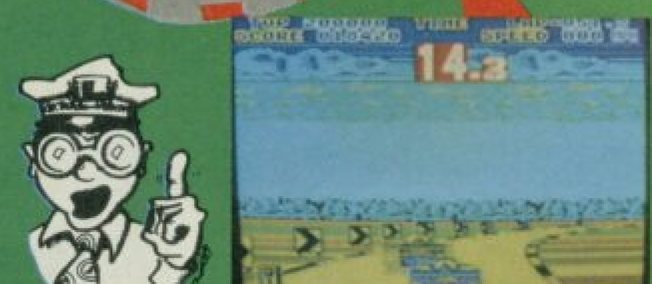
GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■■□

Game .... *WEC Le Mans*
Publisher............................ Ocean
Price .... £9.95 cass/£14.95 disk



Hey! Slow down even more, put your headlights on dip and keep both hands on the wheel. Captain Tread says 'Don't forget, even though it's a clear, sunny day, there's still might be fog around the next corner.'

Remember! Safe motoring can save lives. Cheerio!



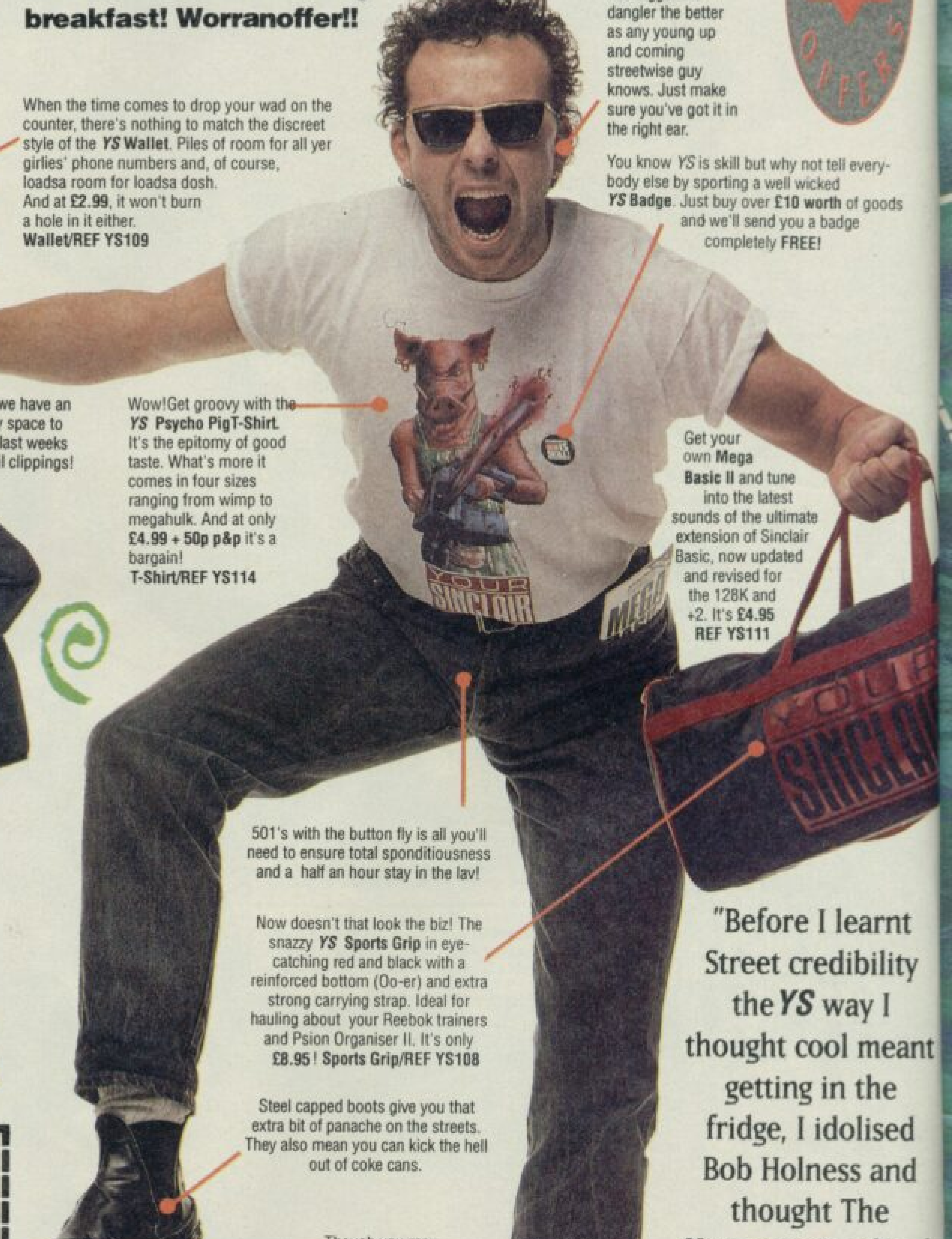
That's no way to take a chicane — this 'racing line' business may get you through fast, but should you skid you may cause injury. Captain Tread says 'Stay on the left hand side of the road — treat the racetrack as you would a busy street.'

What can *YS* Superstore do for you?

Do you feel like this? Do people kick sand in your face at the level crossing? Do you always travel in the Guard's van? Do you have the sex appeal of a mouldy banana? Never mind we've got the answer...

...with a *YS* Superstore makeover we can turn you into this! A ravishing butch male who attracts girls like flies to a cowpat and eats Start for elevenses. All for less than the price of a British Rail InterCity breakfast! Worranoffer!!







The bigger the dangler the better as any young up and coming streetwise guy knows. Just make sure you've got it in the right ear.

You know *YS* is skill but why not tell everybody else by sporting a well wicked **YS Badge**. Just buy over **£10 worth** of goods and we'll send you a badge completely **FREE!**

When the time comes to drop your wad on the counter, there's nothing to match the discreet style of the ***YS* Wallet**. Piles of room for all yer girlies' phone numbers and, of course, loadsa room for loadsa dosh. And at **£2.99**, it won't burn a hole in it either.
Wallet/REF YS109

Meet the King of the scurf- 'Chip-fat' for short!

Years of squinting at train numbers ruined the eyesight - but NHS specs? Do us a favour !

Here we have an empty space to store last weeks toenail clippings!

Wow!Get groovy with the ***YS* Psycho PigT-Shirt.** It's the epitomy of good taste. What's more it comes in four sizes ranging from wimp to megahulk. And at only **£4.99 + 50p p&p** it's a bargain!
T-Shirt/REF YS114

Get your own **Mega Basic II** and tune into the latest sounds of the ultimate extension of Sinclair Basic, now updated and revised for the 128K and +2. It's **£4.95**
REF YS111

Uggggghhhh! A coat like this will do nothing for your street cred! And as for the Edinburgh Castle patch - pukey!

Bleuurgghh! Worra naff bag! The only thing worth carrying in a thing like that are three week old egg mayonnaise sandwiches and a wagon wheel. Yuk!

501's with the button fly is all you'll need to ensure total sponditiousness and a half an hour stay in the lav!

Clark's sensible shoes in the extra wide fitting for flat feet! Maybe useful for picking up the dog turds but have zilcho cruciality.

Now doesn't that look the biz! The snazzy ***YS* Sports Grip** in eye-catching red and black with a reinforced bottom (Oo-er) and extra strong carrying strap. Ideal for hauling about your Reebok trainers and Psion Organiser II. It's only **£8.95** ! **Sports Grip/REF YS108**

Steel capped boots give you that extra bit of panache on the streets. They also mean you can kick the hell out of coke cans.

Though you may want to rip up the Yellow Pages you're not going to want to spoil your collection of *YS*. So treat it with a little tender, loving care and protect it with a ***YS* Binder** or two. Each one can hold up to twelve issues of the most happening mag on the planet. At only **£4.95** each you'd be crackers not to buy one...or two...or three...
Binder/REF YS112

"Before I learnt Street credibility the ***YS*** way I thought cool meant getting in the fridge, I idolised Bob Holness and thought The Housemartins lived in my chimney pot. Now I'm a different man - the sort of guy who wears Denim aftershave under his arms! Thanks ***YS***!"
Brad Ford

I enclose a cheque/postal order for £........ made payable to Dennis Publishing Ltd. Then again since I don't carry loadsamoney please charge my Access/Visa/American Express/Diners card number..............................

Name..............................

Address..............................

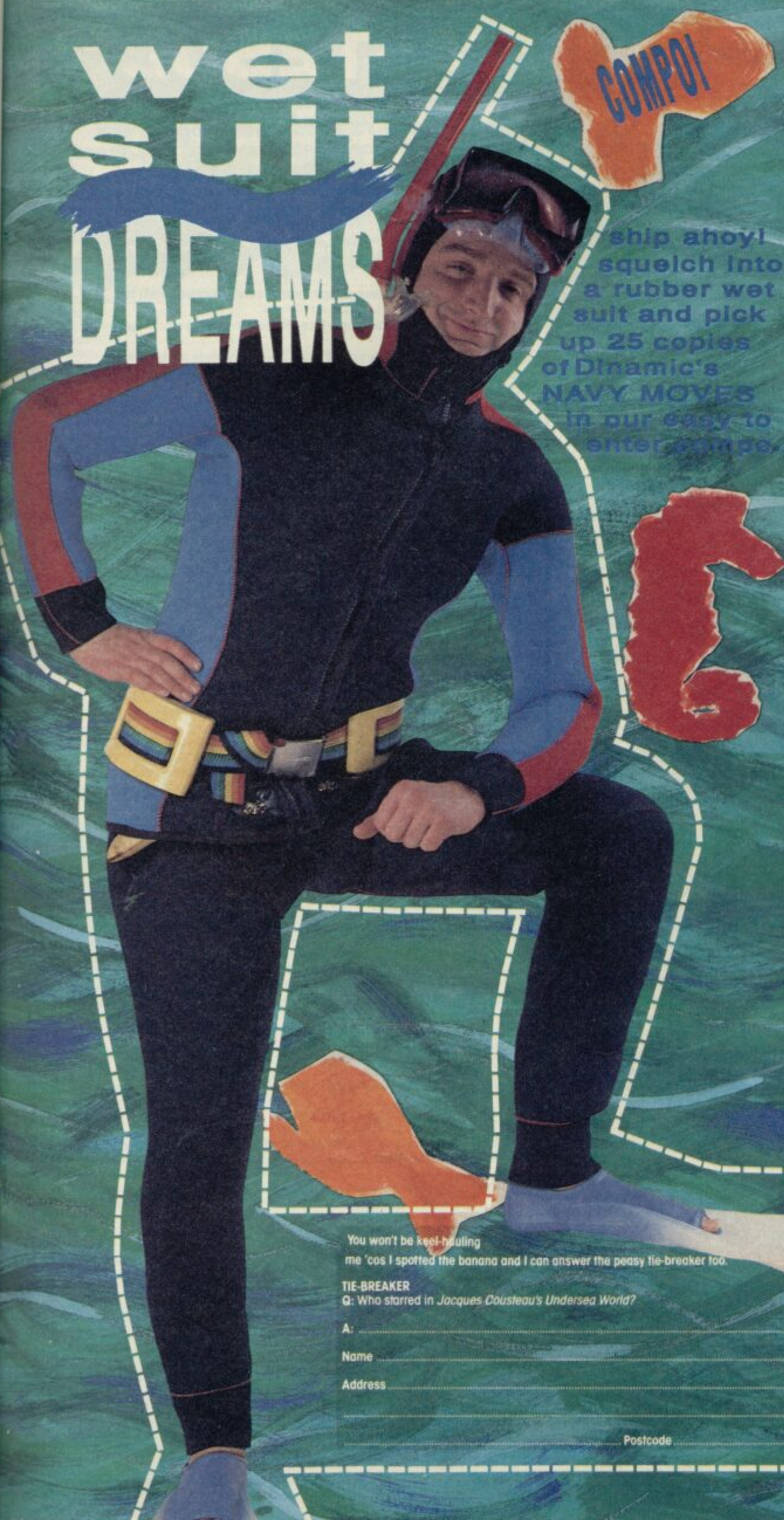
....

Postcode.............................. Signature..............................

Now send your completed form with payment or credit card number to YS Superstore, PO Box 320, London N21 2NB. If you don't want to hack up your mag send a photocopy instead.
Overseas readers must add £1 to their orders to cover postage and packing

Ref	Size	Qty	Price
TOTAL:			

wet suit DREAMS



ship ahoy! squelch into a rubber wet suit and pick up 25 copies of Dinamic's NAVY MOVES in our easy to enter compo.

Remember the splash *Army Moves* caused a year ago? Well, splice the mainbrace and up the periscopes 'cos Dinamic is about to release the sequel, *Navy Moves* and if you want to see what it looks like have a peek at page 16. Suitably impressed? Well lucky for you, you can drop anchor and stow away a copy, 'cos Dinamic has offered 25 copies in our very fishy compo. But wait! If you're a real hearty seaman you'll be prepared to go for the big one.

BLISTER ME BARNACLES

Yes, something all budding Jacques Cousteaus would sell their favourite frigate for — a complete diving suit with weightbelt, snorkel, face mask and flippers. Plus there's a couple of hours of tuition so you can be assured of not getting your flippers in a fuddle. Oo la la! So what do ya have to do to get the booty?

IN THE NAVY . . .

Crikey, it's such a cinch you'd be a dork not to enter. Just turn your sights to the picture shown elsewhere on this page. Beneath the sexy rubber suit our dishy (ha ha) diver has secreted a banana so he can have an underwater nibble later on to stop him getting the bends (Oo-er)! All you've go to do is spot where he's hidden the banana by circling it in ink pen and then answer the tie-breaker below. Once you've done that fill in the coupon with your name and address and send the whole ship's log to Hello Sailor Is That A Banana Sticking Out Of Your Wet Suit Or Are You Just Pleased To See Me Compo, *YS*, PO Box 1509 Enfield, Middlesex EN1 1LQ.

Rules

- The crew from Dennis Publishing Ltd and Dinamic will end up as flotsam and jetsam if they attempt to enter this compo.
- Don't feel a cockswain — get your entry in by March 31st Jim Lad!
- No mutineering on the good ship T'zer or you'll end up having your mainbrace spliced.

You won't be keel-hauling me 'cos I spotted the banana and I can answer the peasy tie-breaker too.

TIE-BREAKER

Q: Who starred in *Jacques Cousteau's Undersea World?*

A: ....

Name ....

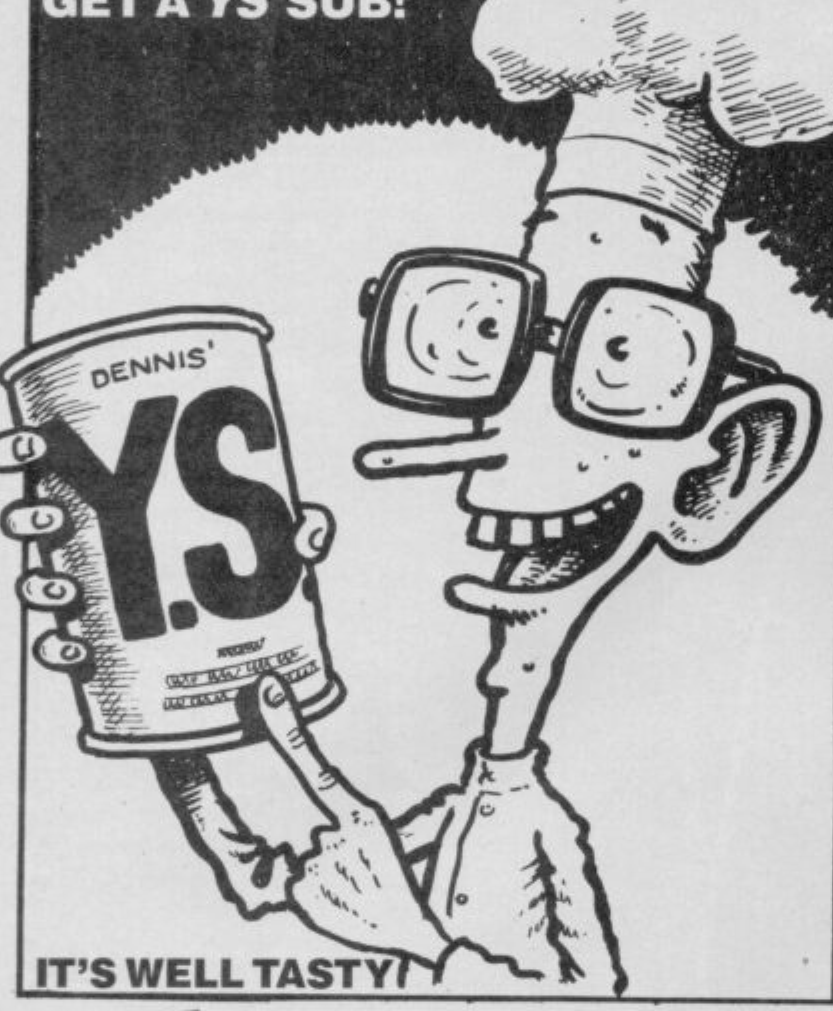
Address ....

....

.... Postcode ....

TICKLE YOUR TASTEBUDS!

GET A *YS* SUB!



IT'S WELL TASTY!

Yes, get your *YS* subscription today. For a healthy balanced diet of reviews, tips, maps, POKEs, previews, compos, news, adventures and much, much more you can't go wrong!

Each scrummy subscription contains:

- Exclusive FREE lip-smacking cover-mounted games from top software houses.
- One FREE meaty brand new Ocean/Imagine game worth up to £9.95.
- Membership of the tangy *YS Subs Club*, complete with monthly newsletter packed with info, compos and offers that are only available to *Subs Club* members.
- And twelve, yes twelve tasty servings of *Your Sinclair* – the best Spectrum mag on the market, each individually wrapped and ready to serve.

MORE EXTRA HELPINGS!

A *YS* Subscription gives your bank balance a healthy glow too! Look at the savings to be made! For £15 you get:

12 tasty issues of *Your Sinclair* worth	£12
FREE Ocean/Imagine game worth	£9.95
FREE priority delivery to your door worth	£5.65
FREE full price cover-mounted games worth	£120
TOTAL PRICE	£147.60

That's a healthy saving of £132.60!!! Yum, yum!

For Added Fibre A *YS* Subscription Lets You Choose One Of These

Absolutely FREE



Batman II
Worth £8.95 cass/£14.95 disk
Holy Spec chums Robin! Stupendous graphics and slick gameplay. Berrilliant!!



RoboCop
Worth £8.95 cass/£14.95 disk
Multi-level blasterama, featuring your favourite tin man, Ed 209 in this amazing coin-op conversion.



Operation Wolf
Worth £8.95 cass/£14.95 disk
Scrumptiously Stunning coin-op conversion of the massive massacre 'em-up.



Dragon Ninja
Worth £8.95 cass /£14.95 disk
Brilliant kick and bash 'em up, which has you chasing around in a frantic attempt to rescue George Bush. Chopping good fun!

YOUR SINCLAIR SUBS

Okay, you've convinced me that missing out on a *YS* Subscription will seriously damage my health. So send me *YS* (with no added flavourings, colourings or preservatives and extra bran) starting with your next available issue.

Please tick appropriate box:

☐ UK only — one year £15
☐ Europe and Eire — one year £20
☐ The rest of the cosmos — one year £25

The FREE Ocean/Imagine game I'd like is:

☐ *Batman II*
☐ *Robocop*
☐ *Operation Wolf*
☐ *Dragon Ninja*

Your FREE game will be sent separately from your first copy of *YS*. Because these are all brand new games, we are unable to say exactly when they'll be despatched. Please be patient — it'll get there!

• I enclose a cheque/postal order for £................made payable to Dennis Publishing Ltd.

• Please charge my Access/Visa/American Express/Diners Club card number

....

(Delete where applicable)

Signature ....

Name ....

Address ....

.... **Postcode** ....

Send the completed form to: *Your Sinclair* Subs, FREEPOST 7*, London W1P 1EZ. If you don't want to hack up your copy of *YS*, then a photocopy of the coupon will do.

*FREEPOST is only available to those posting their forms in the UK.

PLEASE USE BLOCK LETTERS

S P Y * *

Start **End**

1 1 1 1 **Rate** ✓✓

C 9 9 9 9

D D M M Y Y

Post this Coupon Today — Don't Miss Out!

Government Health Warning!

MISSING OUT ON A *YOUR SINCLAIR* SUBSCRIPTION CAN SERIOUSLY DAMAGE YOUR HEALTH!

Castle Computers

NOW TAKEN (Access) (VISA)

Dept YS3
Castle House, 11 Newcastle Street
Burslem, Stoke-on-Trent ST6 3QB
Tel: 0782 575043 (10 lines)

SALE

SPECTRUM

After Burner	7.00
The Big Sleaze	2.00
Black Lamp	3.00
Buggy Boy	5.00
Brave Star	3.00
Barbarian II	6.50
Champ Baseball	2.00
Basil Mouse Detective	2.00
Clever and Smart	2.00
Captain America	2.00
Challenge of Gobots	1.50
Crosswize	2.50
Dark Sceptre	3.00
Dragon's Lair II	2.00
Batman II	6.75
Robo Cop	6.75
The Untouchables	6.00
Rambo III	6.00
International Cricket	1.80
Shoot Out	6.50
Dragon Ninja	6.50
Empire Strikes Back	6.50
Enduro Racer	3.00
Exploding Fist +	5.30
Frank Bruno's Big Box	8.95
I.S.S.	6.50
More Socceer Simulators	6.50
Lancelot	9.95
Ring Wars	5.95
R-Type	6.99
Skate or Die	6.75
Technocop	5.75

SALE

SPECTRUM

Dandy	1.00
Enigma Force	1.00
Druid II	2.00
Empire Strikes Back	6.50
Flunky	1.50
Go to Hell	1.50
Gunslinger	2.00
Grange Hill	2.00
Gauntlet	2.50
Gold, Silver, Bronze	9.00
Galactic Games	2.00
Gothic	3.00
Hysteria	3.00
Glider Rider	1.75
Impossiball	1.50
Impact	2.50
I of the Mask	1.00
Indoor Soccer	1.78
Motor Massacre	6.00
Technocop	6.00
Dark Fusion	6.00
Butcher Hill	5.75
Capt Blood	6.99
Carrier Command	9.99
Hellfire Attack	6.99
Wec Le Mans	6.50
War in Middle Earth	6.99
Sanxion	6.50
Rex	6.50
Shoot Out	6.50
LED Storm	6.99
Xenon	6.95
The Munsters	6.99

SALE

SPECTRUM

Impossible Mission II	6.00
Indoor Sports	2.50
IK +	3.00
Ikari Warriors	5.50
Knuckle Busters	1.00
Knightmare	3.00
Lazer Tag	3.00
Leviathan	2.00
Last Mission	2.50
Loads of Midnight	2.00
Last Mohican	2.00
Mean Streak	3.00
Moonstrike	2.00
Magnetron	2.50
Mag Max	2.00
Mystery of the Nile	2.00
Ninja Hamster	2.00
New Wave IQ	1.00
Nightraider	7.50
Nigel Mansells Grand Prix	7.00
Oink	2.00
Overlander	5.50
Outcast	1.50
Joe Blade II	1.80
Dark Empire	2.00
Firefly	2.99
Thunderblade	6.50
Double Dragon	6.99
Soldier of Fortune	5.50
Tiger Road	6.50
Total Eclipse	7.50
Ecmelon	6.50
4x4 Road Racing	7.00

SALE

SPECTRUM

Out of this World	1.00
Psycho Soldier	2.50
Prodigy	2.50
Pulsator	75p
Peter Beardsleys Soccer	6.50
Quartet	2.50
19 Boot Camp	6.50
Yogi Bear	1.50
Red LED	1.50
Fat Worm Blows a Sparky	1.50
Rebel	2.00
Rygar	3.00
Road Blasters	6.00
Rescue Fractulis	1.00
Super Cycle	1.50
Salamander (Ocean)	5.00
Spitfire 40	3.00
Super Sprint	2.00
Space Shuttle	1.00
Cybernoid II	6.00
Outrun	6.50
Combat School	5.00
Roy of the Rovers	6.00
Typhoon	5.50
Victory Road	5.50
Guerrilla Wars	5.50
Rambo III	6.00
Return Of The Jedi	6.95
Bob's Full House	6.75
F-16 Stealth Fighter	10.00
BBC Mastermind	2.00
Championship Sprint	3.00
Classic Muncher (48K only)	5.75

SALE

SPECTRUM

Shadow Skimmer	2.00
Thing Bounces Back	2.50
The Train	7.00
Samurai Warrior	5.50
Slane	2.00
Sidewalk	2.00
Sentinal	2.50
Starfox	2.00
Star Raiders II	2.00
Street Fighter	6.00
Tetris	3.00
View to a Kill	1.75
Savage	6.00
Virus	5.00
Wolf Man	3.00
Wizz	1.50
William Wobbler	1.00
ZARQ	1.00
Crazy Cars	6.00
Biggles	1.00
Terror of the Deep	2.00
Black Lamp	3.00
International Karate +	2.00
Spy v Spy Trilogy	3.95
Terramex	3.00
Trivial Pursuit Baby Boomer	4.99
Strike Force Harrier	4.00
Sentinel	2.50
Oink	1.50
Psycho Soldier	2.00
GB Air Rally	2.00
Sidewalk	2.00
Lazer Squad	6.99

WE NOW OFFER AN EVEN FASTER SERVICE THAN EVER BEFORE!
TRY US, YOU WON'T BE DISAPPOINTED.
P&P 50p on all orders under £5, over £5 P&P is free. Overseas £2 per tape.
PLEASE STATE SPECTRUM WHEN ORDERING
Forget the cowboys, come to the competent mail order firm and be sure of receiving your software. Most goods despatched within 24 hours.

The Castle Catalogue Out Now!
Loads of games from 50p.
Special Offers only to readers of the catalogue
Issue 1 out now!
Only £1.00 if ordered with software or £1.50 if your require catalogue only

SALE

SPECTRUM

Yetti	3.00
Teledon	3.00
Flintstones	6.00
Dark Side	7.00
Last Ninja II	8.00
PacLand	6.50
1943	6.50
Operation Wolf	6.00
Tracksuit Manager	6.00
Football Manager II	6.50
Pac Mania	6.50
D Thomsons Ol. Chall.	6.50
G.I. Hero	5.50
Fox Fights Back	6.50
Mickey Mouse	6.00
Target Renegade	5.50
Skate Crazy	5.50
Heros of the Lance	7.00
Black Tiger	6.50
Bards Tale	7.00
Marauder	5.75
Gunship	6.50
Fire and Forget	6.50
Lancelot	10.00
Air Borne Ranger	6.75
Power Pyramids	5.50
Espionage	6.50
Typhoon	5.25
Yabba Dabba Do	1.80
Yogi Bear	1.80
Last Ninja 2	7.95
North Star	3.00
West Bank	3.00
Blood Valley	3.00
Competition Pro 5000	10.50

SALE

SPECTRUM STRATEGY GAMES

Nihilist	2.99
Ace of Aces	2.99
Stalingrad	6.99
Sorceror Lord	9.50
Desert Rats	6.50
Vulcan	6.95
Arnhem	6.95
Gallipoli	6.50
Napoleon at War	6.95
Blitzkrieg	6.95
Zulu Wars	6.95
Battle of Britain	3.95
Battle of Midway	3.95
Bismark	6.95
Pegasus Bridge	9.50
Conflicts 1	5.99
Conflicts 2	3.99
Yankie	6.99
High Frontier	2.99
Guadalcanal	3.99
Austerliez	3.95
Waterloo	3.95
Red Coats	3.95
Roundheads	2.99
Sorceror Lord	7.99
Annals Of Rome	7.99
Ancient Battles	10.95

EDUCATION SOFTWARE

Look Sharp, Fraction Fever, Kinder Comp, Kids On Keys, Alphabet 200, Ancient Quests. **Only £3.95 each or any 4 for £12.00**

COMPILATIONS

Six Pack Vol 3	£6.99
US Gold Giants	£8.95
We Are The Champions	£6.99
The In Crowd	£8.95
Now Games 5	£3.95
Ten Great Games Vol. 2	£6.99
Supreme Challenge	£8.95
Taito Coin Op Hits	£8.95
Six Pack Hit Pack	£4.00

Please send me the following titles: YS3

Title	Amount
P & P (if applicable)	
Total amount	

Name...

Address...

....

....

Telephone No..

YS Adventu

Before I begin, it's time to use the OOPS command again and correct something from an earlier issue. Correct two somethings in fact. Not that either of them is my fault. I mean, is it my fault that **Paul Brunyee** goes and moves before the review of his game *One Dark Night*... appears in print? No, course not. But just for the record, in case you're a slow reader and haven't yet got round to the review in the December issue, when you come to send in your order send it to Paul's new address 17 Campion Close, Narborough, Leicester LE9 5WQ.

The second oops ain't my fault either, it's that Scottish scoundrel's **Tom Frost,** who's obviously been at the drinks cabinet again. The definitive shortest solution to his game *Double Agent* that he sent me for printing in the magazine turns out to be not quite the definitive shortest solution after all. He only took it out of the wrong folder, and sent me a solution to a pre-release version. McPlonker! So now he's sent me what he assures me is quite definitely and without doubt positively and most assuredly the shortest solution to *Double Agent* that exists. Maybe. This one is in 139 moves, and if you're interested in seeing a copy then send your sae's to yours truly as I've added it to my list of freebies. And now, on with the main event.

How's this for starters? Reader **Stuart Lord** recently sent me his new address, saying he'd moved in order to start a new job with the Ministry of Defence in darkest Buckinghamshire. He can't say more than that for security reasons, but he reassures me that their computer system doesn't have any adventure games on it. I'm relieved to hear it. Quite a few games have a DROP BOMB input, and we wouldn't want it taken the wrong way, would we? And can you imagine playing *The Hobbit?* One bug and you could have the entire RAF on red alert.

Let's quickly get on to more mundane matters, and the question of keyboard overlays. Several readers have recently bought *Lords Of Midnight* either second-hand or on a compilation tape, with the result that they're missing the keyboard overlay that came with the original version. The latest such overlay-less person is **Simon Johnson,** 29 Langford Way, Kingswood, Bristol BS15 2PD. Not that the object itself would do him much good as Simon's got a +3 and the overlay was only designed for ye olde rubber keyboard Spectrums, so can anyone tell him which keys do what? Come to that, can anyone tell me and I'll make the info available as a freebie as it's something that crops up quite often. Me and my copy of the game parted company a long time ago. Sigh.

Blizzard problems now, *Blizzard Pass.* Solutions supremo **Jim Magee** of 9 Kingscliffe Ave, Glasgow G44 4JW recently bought a second-hand copy of that adventure, but it looks like there's a fault on the tape. Or has anyone else got a version where, once the game has loaded, it doesn't matter what you type in at the start as it always replies, "No understandable words in that input." Any suggestions for solving the problem, other than returning the tape?



My thanks to **Stewart Heatley** of Andover for writing out a full solution to the game for me, and I didn't even hand over a badge to him for his efforts. (Andover, geddit?) Besides, I've told you before that they don't trust me with valuable objects like *YS* badges. But thanks anyway, Stewart. Hope your Speccy's better now.

Also in solution-sending mood was **David Jaundrell** from Penketh, who wrote out the solution to *Mindshadow* for me. What a kind chap. In return he'd like to know the code word for *Savage Island II.* But of course, me old chip butty, it's 321 YAS. Hardly worth writing backwards, was it?

Mark Kingston accuses me of libelling him last time he wrote, when he "stated that the academic year had just ended, giving rise to complaints of how easy student's life was from a certain inhabitant of Castle Rathbone!" (Puts on Derek Jameson voice). Dush 'e mean me? Perish the thought. The thought of Derek Jameson, that is. Anyway, Mark says he does six months of studying and six months working in industry every year, so no lengthy summer hols for him. Sob-sob. During what few spare seconds he has, Mark's gone and got himself stuck in the ventilation shaft in part two of *Rigel's Revenge* and keeps getting killed. Help!

Right, once in the shaft you HTRON LWARC till you reach the junction, then TSEW to the end of the east-west shaft. There you GNINEPO ENIMAXE, NUG EKAT and REIDLOS TA NUG ERIF then finally HSEM HSUP.

When I think of **Darren Sellwood** I only think of one thing — *Corruption!* The corrupt Mr Sellwood is still engrossed in Magnetic Scrolls' last adventure, and sends in some tips and queries in the hope that someone somewhere is going to solve it soon — preferably him. Darren's got as far as finding the following useful objects — share certificate, affidavit, tape, documents, scented letter, key to David's office, stethoscope, operation papers, book of matches, screwdriver, credit card and car key. The screwdriver is found in the TNEMTRAPMOC EVOLG and can be used firstly to WODNIW RAC HSAMS and then to REWARD S'LLIB NEPO. The stethoscope is found in the hospital RAEB EHT NO, and can be used to EFAS S'DIVAD NEPO.

If you can answer any of the following questions, write to Darren at 40 Devonshire Rd, Harrow, Middlesex HA1 4LR where he's currently going corruptly mad. What do you say to your wife in the restaurant? How do you stop your car from blowing up? How do you prevent yourself from being shot by the fraud squad? And do you get to the party, get home, and get anywhere else important... pleeeeeeeeaaasssee?

Phil from Eltham Park is stuck in *Terrors Of Trantoss,* and wants to know how to open the safe. Nope, you don't use the stethoscope from *Corruption,* you ELOH OTNI FFATS TRESNI. To get past the sheer rock face you need to know that the splodge in the graphic is in fact a keyhole, believe it or not, and you open it with YEK ENOTS EHT. Phil sends some tips on *Wolfman* in return, one for each part. In the first part, how to enter the

RES

news

Venture forth with Mike Gerrard

cave TNILF EKIRTS/KCOR NI ELOH TUC/TNILF DNA HSURLLUB TEG. In part two, when trapped in fortress by guards, DAED EB OT DNETERP. In part three, to get through the patchwork of flowers requires good mapping, but first be sure to SREWOLF KCIP and in each 'square' you should SMETS ENIMAXE as they get higher the further you get.

Vinh Quan from London's trendy N1 says that he can't get the RAM SAVE command to work in *The Serf's Tale,* which is mentioned on the inlay. The inlay's slightly misleading as you can't use the RAM SAVE command till you've got the Grimoire, but if you hold the Grimoire you can use the command and note that you have to type it backwards. So if I type them backwards as well they come out as RAM SAVE and RAM RESTORE.

The next letter's a fan letter, from **Mrs J. A. Williams** of Rugby, but I'll spare my blushes and miss out the wonderful things she says about the *YS* adventure pages. I'll hardly mention them at all. After agreeing with other readers and saying that the *A-Z Of Clues* was a great idea (okay, I'll do another one soon promise), Mrs Williams adds "I would like to endorse your view that as adventures are hard to find in the shops these days the best idea is to send off for them. I've done this for quite a while now and have been impressed by the friendliness of all concerned, so could you use your column to give a gold star and a big kiss to the following, Jack Lockerby of River Software, John Wilson of Zenobi, Tom Frost of Tartan and Linda Wright of Marlin, though she may not want the kiss. Please do urge your readers to give the above mentioned a try." Okay, consider yourselves urged, dear readers.

Dennis Reily of Northallerton has discovered a few peculiarities in the +3 version of *Bard's Tale.* First the '?' option isn't available, which should tell you your location and the time of day. Then there's no way to save the entire character menu other than using a Multiface, you have to store them in parties of six at a time. This leads finally to a cheat mode available on the 'Party Merge' option. You can load your party up to 19 times, and by mixing parties, and pooling and trading your goodies, you can multiply your loot 19 times!

And a final plea from **Kenny Jarman** of *Basic* fanzine fame. Kenny edits the mag and would like to take a stand at a future Microfair, but can't afford the £90 cost on his own. If any other magazine editors are interested in sharing a stand and splitting the cost, contact Kenny at 18 Popular Close, Biggleswade, Bedfordshire SG18 0EW.

ILLUSTRATION: Anthony Colbert



If you think you can give Zenobi Software's latest release a wide berth just because it's an arcade-adventure along the lines of *Alien-8* or *Batman*, then think again. You'd also be missing out on t'other side, which contains nothing less than *Behind Closed Doors (The Sequel)*, and what a shame that would be. If you got the original you'll know that *Behind Closed Doors* was a case of 'Oh dear, what can the matter be . . . poor old Balrog is locked in the lavatory.' Yup, the aim was to escape from the smallest room in the house. But in the sequel an even worse fate is in store . . . locked out of the lavatory! And after last night's chicken vindaloo that could be very bad news indeed. So in yet another one-location game, can you get through the locked door before . . . well, before something hits something? I've been playing it for ages and have still only scored 7/104, though I've had a lorra lorra laughs along the way. There must also be more names to type in than in any other game you've ever seen.

***Behind Closed Doors (The Sequel)* costs £1.99 from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX. Regard the arcade/adventure, *Just One Of Those Days*, as a free bonus.**

I've already mentioned the new adventure club, Official Secrets, and though the subscription is high at £19.95 you do get an excellent magazine, *Confidential*, and free membership of it's companion club, Special Reserve. That offers cut-price software to members only, and the first price list is just out. It's got tons of arcade games, yes, but don't overlook the adventures bargains too. For the Speccy you could get *Silicon Dreams* on disk at £5.45, or tape for £4.95. *Time And Magik* is £7.47 in its +3 version, and *Ingrid's Back!* costs £9.97 on disk and £7.47 on tape. Also available, at roughly half the retail price, are things like *PAWS, GAC* and various Magnetic Scrolls and Level 9 titles. Other goodies to tempt you include a copy of *Gnome Ranger* when you join, and a free Magnetic Scrolls game called *Myths*, available for the +3 only. Loadsagoodies!

Just to keep the political balance even, here's a mention for the Adventurers Club Ltd as well. Members have been voting for the Golden Chalice Awards for a few years now, nominating their best adventurers of the year, but this time there's going to be a proper awards ceremony at, appropriately enough, the Sherlock Holmes Hotel in Baker Street. That's on February 25th, though it's limited to members only. As well as a buffet and a glass of wine, you'll have a chance to mingle with adventure celebs like Keith Campbell and (ahem) me (Mike Gerrard!) who'll even (faints with fear) be presenting one of the awards. Be there or be a square!

Since the death (or severe sickness at least) of *Adventure Contact* there's been no magazine whose main interest centred around the writing of adventures. Enter, stage left, *The Forge*. This is planned to be a bi-monthly magazine and is the brainchild of editor Shaun Allaton. He plans to include pieces about humour in adventure games, implementing



The **SALE** prices apply *strictly* to **MAIL ORDERS** only if received 13.2. - 31.3.1989 with the coupon below.

NOTE! SPECTRUM+2A requires MULTIFACE 3!

MAKE YOUR SPECTRUM HAPPY: BUY IT A MULTIFACE!

I enclose a cheque/PO for £ ....

or debit my [Access] [Visa] No

Name .... Card expiry ....

Address ....

+ p&p to UK & Europe	£ 1.00 ☐	Overseas	£ 2.00 ☐
MULTIFACE ONE	£ 34.95 ☐	MULTIFACE 128	£ 39.95 ☐
GENIE ONE	£ 9.95 ☐	GENIE 128	£ 9.95 ☐
MULTIFACE THREE	£ 39.95 ☐	M3 w/through port	£ 44.95 ☐
MULTIPRINT	£ 34.95 ☐	VIDEOFACE DIGITIZER	£ 39.95 ☐
LIFEGUARD	£ 6.95 ☐	MUSIC TYPEWRITER	£ 7.95 ☐
SPECTRUM +3 DISCS	£ 2.75 ☐	SPEC. +3 TAPE LEAD	£ 2.95 ☐

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs 01-200 8870 YS

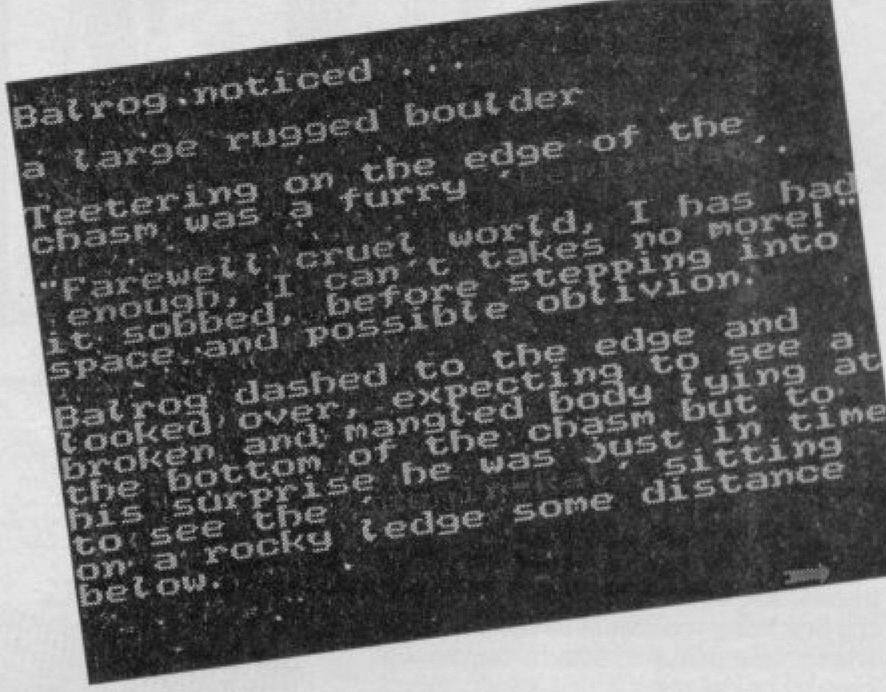
GET ALL on *GAC*, multi-part games, graphic tips (something many will welcome) and how to go about writing a game. The helpline will concentrate not on how to solve the latest adventure problem, but will deal with the difficulties of using *GAC* and *PAWS*. There's no price set yet till Shaun assesses the level of interest, so if you want to write for and/or subscribe to *The Forge*, send an sae to 61 Goldcrest Road, Ipswich IP2 0SF. At least Shaun's got off to a good start with what I think is an excellent title for a mag.

There's a Mole at Mastertronic, this one being called Adrian, as featured in Sue Townsend's mega-mega-best-selling books. The computerised version of Adrian's agonised diaries was done by Level 9 back in 1987, and a jolly good job it made of it too. The game has now been re-released under the title of *The Growing Pains Of Adrian Mole* on Mastertronic's Ricochet label as a Flippy-Flippy tape. The Flippy tape has a Speccy version on one side, and Amstrad CPC on t'other. Not really an adventure, as Level 9 always like to point out, even if games like this always do end up in the adventure reviewer's basket. At a budget price it'll pass a few hours quite enjoyably.

Would you know a good MUG if you saw one? Claimed to be two of the best multi-user games are *Gods* and *The Zone*, run by the wonderfully named Lap of the Gods Limited. From what I've heard, *Gods* could be highly addictive, while *The Zone* is definitely for adults only, which lets out most of the *YS* staff and readers. To find out about both, try 01-994 9119 on either 300/300 or 1200/75 baud. If you want to talk to a human being first about cost and so on, dial 01-994 5471 and you'll find a voice rather than a buzz at the other end.

And finally, it's time to add a new title to the vast list (well, vast-ish) of free help-sheets available from the adventure department in Castle Rathbone. If you're stuck in *The Quest For The Golden Eggcup* then bung your stamped addressed envelope in this direction and a help sheet will be bunged back. New readers, or even old readers with bad memories, should also send an sae if they want an up-to-date list of all the titles available.

THE BALROG AND THE CAT



The Balrog's back, on top form once again with this new release that really tickled my funny bone, not to mention my fancy. Right from the title screen, by ace artiste Kez Gray, the adventure shows the professionalism of all Zenobi's releases. A quick mention too for the bonus *Goblin Gazette* program on side two — not so much an adventure, more a browse through your favourite paper. I loved page three! (Oo-er!)

The main game starts innocently enough, with the beloved Balrog hearing a scratching sound at the door. Outside there's a small ball of smoke. Or so it seems, until it reveals itself as really being a cat with its tail on fire. It tells its tale of woe (ho-ho), that as pet to a short-sighted magician, the White Wassock (!), it's lost eight lives this year already, and the latest bit of bad spelling has transported it here to outside your front door. Can you help it at all? Admit it, you could never resist a piece of fluff, could you? So remembering that the old gypsy on the far side of the bridge might be able to help, orft you jolly-well go.

Well, eventually you do, but first search your cottage thoroughly — you might find a notebook containing a magic word and the ever-fashionable backwards-writing. Or even the secret passage to the smallest room in the house (okay, just outside it to be exact), which contains an entry form for the cockroach races. If this doesn't make sense at first, then a moving experience (in the cottage, not the bog!) gives a bit more information. Try talking to the cat and the cockroach, too.

On your journey you'll briefly meet Fuddo, Slam and Bulbo, and even our own dear T'zer puts in her by now compulsory appearance. But is it true what they say about Ekim Drarreg??? Surely not! And what can this reference be to seeing the Balrog in his red satin posing pouch where he keeps his valuables? Not an adventure for the faint-hearted, obviously.

It's an adventure where money comes in handy. There's free help available with every purchase at the pub, but food and beer cost one gold coin each, and where's a Balrog to get cash like that? Our old pal the troll on the bridge demands his gold coin too — and he wouldn't be fobbed off with the green-cheese sandwich I offered him either.

There are a few in-jokes along the lines of *Shadows Of Mordor, Golden Eggcup* and something called *Nigel's Revenge*, and as usual with Zenobi games the problems are all quite cleverly worked out. *The Quill* is well used too, with smart ways of getting round some if its shortcomings.

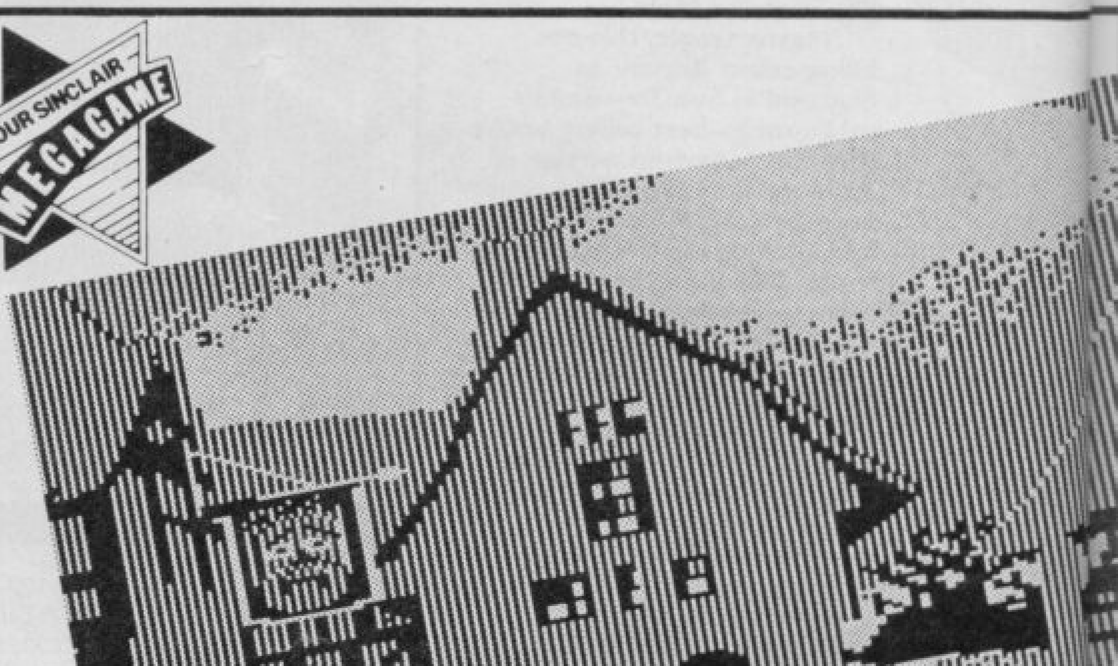
The Balrog And The Cat doesn't have many shortcomings, — though perhaps a bit easier than earlier John Wilson games, it should appeal to his many existing fans and win him a few more into the bargain. And it is a bargain too!

Graphics	0/10	8
Text	8/10	
Value for Money	8/10	
Personal Rating	8/10	

Title .... *The Balrog And The Cat*
Publisher ....Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX
Price £2.49

INGRID'

This is the gnome o'clock gnews, and the gnews is that *Ingrid's Back!* with a vengeance, and with an exclamation mark as well. We all know that gnome gnews is good gnews, and if you enjoyed *Gnome Ranger* the first thing you'll want to know is whether the follow-up is in the same class? The bad news is that it isn't. The good news is that it's even better! More bad news is that the graphics are awful. But the good news is that there are no graphics in the tape versions anyway. And the goodest news of all is that the text is lengthy, funny and totally right for the game. In a word: brillicando! (This is a word I've just invented as nothing else is suitable.)



The +3 disk version has about 30 monochrome piccies on side two, but you can switch them off if you like or simply not turn the disk over in the drive. You can also slide them up and down with the cursor keys, if that's what turns you on. There are full editing facilities if you mistype anything, which I'm always doing on the +3 keyboard; a multiple UNDO command (lets you go back several moves); RAM SAVE and RESTORE; and save to disk (natch!) with room for up to 15 different positions on one disk.

Tape owners get three cassettes (one for each part of the three-part game) with 48K versions on one side and 128K on t'other. The 48K version lax pix, UNDO and RAM SAVE/RESTORE, while the 128K version merely lax pix and has expanded text. What more could you ask? What, you want a good adventure as well? Hang on, hang on, I'm coming to that.

First you'll be delighted to know that *Ingrid's Back!* returns to the familiar Level 9 packaging that we all know and love from the days of *Snowball* and before. In other words, it's all in a big black box with the "L9" logo written across it in white. And in the box is The Second Gnettlefield Journal, containing loading instructions, advice for beginners, a few hints and a copy of Ingrid's diary from Airsday the 16th of Gnovigour through to Fireday the 21st of Deadembers: a significant period in the annals of Little Moaning, Ingrid's home village.

In *Gnome Ranger* the very willing but exceedingly disaster-prone Ingrid was accidentally (on purpose) banished to the wilderness by her family. Now she's found her way back, and discovered that Little Moaning is about to be yuppified by Jasper Quickbuck, the new Lord of Ridley's Manor. This involves turfing all the gnomes out of their homes so the area can be 'improved', but if anyone can do something about it then Ingrid can, so to begin with she starts a petition against the planned evictions. Don't worry if you haven't played *Gnome Ranger* first, as you can go straight into *Ingrid's Back!* without playing the previous game.

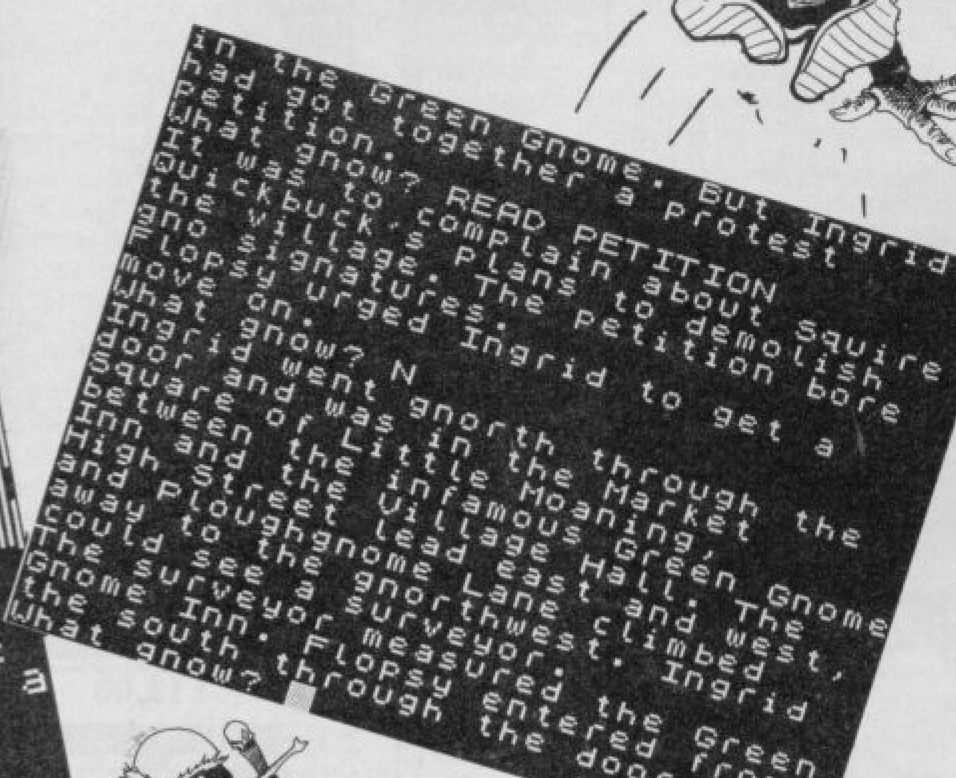
The first part of the adventure shows how much Level 9 has come on since it introduced its new super-system with *Knight Orc*. That game gave the player a simple goal to begin with but had lots of wasted locations and any number of characters wandering round doing a very limited range of actions. Now Level 9 has added what it calls a 'racetrack' system for controlling other characters, giving them a much wider range of movements and greater interaction between them and the player. Locations are fewer but far more detailed, and you've only got to call in at the Green Gnome Inn to get a glimpse of what life is like on a busy day at Little Moaning. Characters wander in and out, talking to each other, ordering drinks, and very convincing it all is too. They also serve a good Ploughgnome's Lunch here — a raw turnip with the mud left on. Yummy!

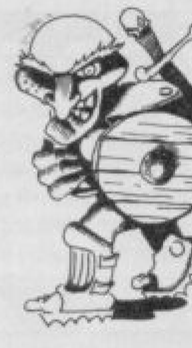
What's retained from *Knight Orc* is the 'simple' initial quest, which is that Ingrid must get ten signatures on the petition

'S BACK









that she's carrying at the start. Some of the signatures are straightforward, and beginners will get a sense of achievement as their score grows and they get used to the many sophisticated commands within the game. Old hands (and they don't come any older than me) should whizz through in a few hours, chuckling all the while and only having to strain the grey matter over getting the last few signatures. Then the trouble really starts...

The text is cracking stuff, and Level 9 has been sensible enough to let Peter McBride loose on the whole game instead of limiting him to Ingrid's Diary as happened last time. There were some who said the diary was funnier than the adventure — not this time! I loved the fisherman, Boney Spratt — well actually he's the ferryman. But he spends a lot of time fishing in order to supply food to the Inn to feed the increasing number of travellers who stay there. This increase in inn dwellers is due to the fact that people can't get across the river due to the ferryman spending hours fishing to provide... you get the idea. You also get Boney's signature on your petition if you can get him his boat back. This is marooned on the other side of the river, and the bridge across is broken. The problem of getting over the bridge has a neat, original and very funny solution.

If you climb a ladder up to Mrs Tackhammer's bedroom window you discover her looking a bit flustered and red in the face. There are also creaking sounds coming from the wardrobe — an ideal time to give her your petition to sign I'd have thought! After you've got the first few names you're reminded which gnomes haven't yet signed, which is a good idea.

You can play all three parts independently if you like, but I've been trying to do them in the right order, so I can't tell you much about part three yet, except that it involves Ingrid infiltrating Ridley's Manor to try to put a final stop to Quickbuck's evil schemes. Petitions aren't very effective you see, which you discover at the start of part two when you're back with your family at Gnettlefield Farm. A steamroller's beating down on your house you see — shades of the start of *Hitchhiker's Guide To The Galaxy* here, except that lying down in front of the steamroller doesn't do much good at all. Diversion works, though, and you'll have to make full use of commands like FOLLOW, FIND and so on. Pleasing to see that adventure-writers are getting to grips with sensible ways of using these features, instead of just implementing more sophisticated commands and then wondering what to do with them.

Not that the program's faultless, and that's the only thing preventing me from awarding it my first-ever personal mark of 10/10. At one point you have to enter a dogless carriage, but CLIMB IN/CLIMB INTO/ENTER/BOARD CARRIAGE all fail to work, and only the last one I tried, GET INTO CARRIAGE, is understood. Elsewhere I typed FIND MISTRESS SPRATT, which took me to Mr Spratt, and FIND MRS SPRATT took me to Mrs Tuckhammer. Oh well, nobody's perfect.

All in all, though, I've had more fun with *Ingrid's Back!* than with any adventure for ages, and it even pips the excellent *Lancelot* as being in my opinion... wait for it... the best Level 9 release ever. That'll set the gnome among the pigeons, but there can't be any denying the quality of this game. An ideal gnome exhibition if ever there was one.

Graphics	■■■■■□□□□□	9
Text	■■■■■■■■■□	
Value for Money	■■■■■■■■■□	
Personal Rating	■■■■■■■■■□	

Title	*Ingrid's Back!*
Publisher	Level 9, PO Box 39, Weston-super-Mare, Avon BS24 9VR.
Price	£14.95 cass/£19.95 disk

TIME TO TALK

MGT DIRECT

The PLUS D

£52.13

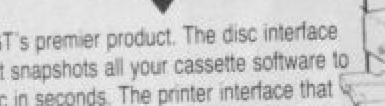
+15% VAT = £59.95



MGT's premier product. The disc interface that snapshots all your cassette software to disc in seconds. The printer interface that prints out ANY screen. Simple enough for a beginner, yet state of the art for the expert user. With all the Sinclair Interface 1 facilities and commands, the PLUS D will transform your 48K, 128K or + 2 Spectrum

Call for details of new versions for +2a and +3.

DISC DRIVES



3.5", 5.25", single or dual, for Spectrum, QL, BBC, Atari, PC - you name it, we sell it! Because you're buying direct from the manufacturer, you won't find better drives at a better price! Each drive has a built-in power supply and connection cable.

DISC DRIVE	EX-VAT	VAT INCL
3.5" Single drive	£ 86.91	£ 99.95
3.5" Dual drive	£165.17	£189.95
5.25" Single drive	£130.39	£149.95
5.25" Dual drive	£217.35	£249.95
3.5" & 5.25" Multi	£199.96	£229.95

Hobbyists! Call for prices on bare drives!

It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. We believe you should get a description in terms that you can understand and perhaps an expert comparison with rival products. And if you decide to buy, you need to be assured of first-class service afterwards. Not just if a product is faulty, but also if you need help in installation or if you simply come up against a problem that stumps you.

At MGT we've got the time to talk to you. We only sell products that we like and use ourselves. We understand what we sell, and every one of our sales team is trained to help you, whether before you buy or after. And even if we don't know the answer to your question, or if we don't stock the product you're looking for, we'll find out about it for you.

And the time to talk can be almost any time. Our phone lines are open till 7p.m. Monday to Friday in case you want to call us after work — even after that, there's an answer-phone. Just leave a message and we'll call you back.

It's time to talk to MGT first!

PRINTERS

from £130.39

+15% VAT = £149.95



STAR PRICES DOWN

Printers to suit every pocket and every computer — from 9-pin to laser printers, normal or wide carriage. Free connection cable with every printer sold.

The **Star LC10** in mono or colour with paper-park and font-select buttons.

The **Citizen 120D** — sold to 70% of UK schools. The new **180E** — faster printing, font select, 2 year guarantee.

Typical prices (inc. VAT)

Star LC-10	£239.95
Star LC-10 Colour	£259.95
Citizen 120D	£149.95
Citizen 180E NEW	£199.95
Citizen MSP 15E (wide carriage)	£299.00
Citizen HQP 40 (24-pin)	£499.00
Citizen Overture 110+	£1499.00

(laser printer running at 10 pages per minute = 900 CPS, with 12 months on-site warranty)

Ask for our detailed brochures on these and other printers in our range.

SUPER SAVER PACKAGE

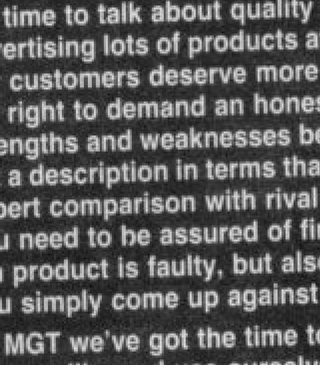
£121.70

+15% VAT = £139.95

HURRY, HURRY! SUPER SAVERS OFFER ENDS FEB 28TH

The **PLUS D and 3.5" DSDD Drive.** All you need to turn your Spectrum into a powerful, modern disc-based computer! Load 48K in 3.5 Seconds and 128K in just 10 seconds "Best Buy" ... Your Sinclair. "Another Amstrad Crusher" ... Crash.

MGT BRAND 3.5" DSDD DISCS



LOOK, LOOK NEW LOWER PRICES

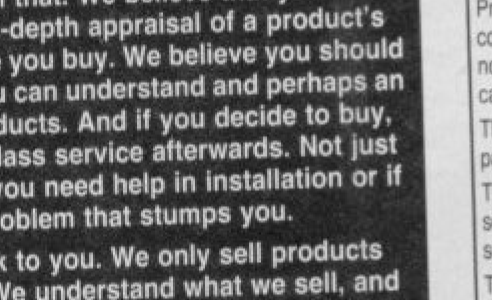
MGT Name - MGT quality, with a lifetime guarantee! Sold individually or in plastic boxes of 10 with labels.

	Ex-Vat	W/Vat
1 Disc	£ 1.47	£ 1.69
10 Discs	£11.26	£12.95
20 Discs	£22.52	£25.90
30 Discs	£33.78	£38.85

VIDI-ZX DIGITISER

£30.39

+15% VAT = £34.95



The digitizer that has the competition on their knees! Capture images from any video camera or recorder and use the PLUS D to store them to disc for editing later with the Animator 1. Has shading, high resolution and no distortion.

We also have a limited stock of the original Spectrum 128K Computer and a wide range of serious and games software. Call for details.

PICK-POKE-IT

£13.00

+15% VAT = £14.95

The hacker's dream software. Break into any game and list the memory in Hex, Decimal, Ascii, or disassemble it instantly. All the PLUS D's snapshot features fully supported. Type in all the magazine pokes and even customise your own games.

POSTAGE CHARGES

Packages less than 1kg	£2.00
Standard Securicor	£4.50
Express next day delivery (subject to availability)	£12.00

THE MGT GUARANTEE

1 year full guarantee on all our products. Simple repairs procedure - you send, we fix! No-quibble full cash refund on hardware if you're not satisfied within 14 days!

THE TWO FACE

£26.04

+ 15% VAT = £29.95



Another winner from MGT. A two-way connector with a switch that lets even incompatible interfaces work together! The TwoFace also has a built-in joystick interface Opus/Beta/Microdrive users can now transfer all files to PLUS D. The ultimate in Spectrum gadgetry!

CARDEX DESK TOP PUBLISHING

£32.87

+15% VAT = £37.80

Finally, real DTP for the Spectrum! A word processor, graphics and page layout designer all in one and supplied on disc. "Worth every nickel you'll pay for them" ... Your Sinclair.

YS/03

I enclose a large SAE for more details of MGT products.

Name:

Address:

Tel:

MGT DIRECT
Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH, U.K. Telephone: (0792) 791100. Fax: (0792) 791175.

MGT MILES GORDON TECHNOLOGY

Ice Station Zero first appeared several years ago, and following 8th Day's policy of tarting up its old releases and putting them out again, here's the new improved version. But is it improved? Sadly the answer would seem to be no. It's now got graphics, and more text thanks to compression techniques (such as *The Press*), plus a RAM save/load feature, but the basic game is still the same and that now looks very dated and not worth the rather high asking price of £2.99.

The adventure begins with you outside a small snow-covered tent, with a blizzard obscuring your view except for a high ridge of towering glacial ice to the east. (I think we can safely assume that it's cold.) Inside the tent there are some objects, very few of which you can examine, while outside to the north are some huskies tied to a sledge (Mush, mush!). EXAMINE SLEDGE. "It does seem a shame to leave them tied up." It also seems a shame that after a response like this you have to SEARCH SLEDGE in order to survive the first few moves.

If you do survive the peril of the wolves, you might be able to make it across the ice floes. This is trickier than it should be because, after jumping to the first floe, if you try to JUMP EAST again you're returned to the previous location, whereas if you just type EAST you make it across to the next ice floe.

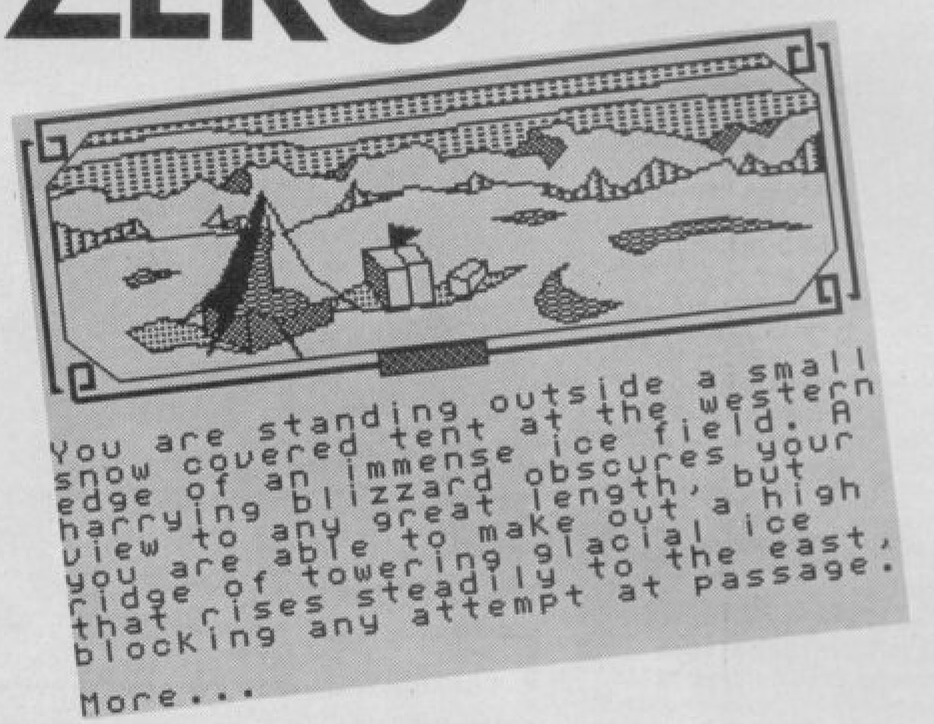
As usual with any 8th Day game, there is a heck of a lot of adventure in there, but I for one wasn't encouraged to seek it out because the whole thing really did look very dated indeed. It needed *PAW* and a complete re-write to make this one worth digging out of the archives, and it in no way compares to the shot in the arm that Smart Egg gave to *Quann Tulla/Federation*. A rare failure for 8th Day.

Graphics	
Text	
Value for Money	
Personal Rating	
5	

Title .... *Ice Station Zero*
Publisher ... Eighth Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7VH.
Price £2.99

[redacted]

ICE STATION ZERO



ADVENTURERS INTERNATIONAL

"Fergus McNeil is driving me mad!" says the first letter. Yeah, me too, 'cos the secretive swine won't let me tell y'all what Delta 4 is going to be up to soon! But this letter from **Sami Vuokila** of Finland is driving me crazy as well — no return postage, no full address, no nothing! "What is the combination to the door in *The Boggit?*" Sami asks. And Mike replies, in impeccable Finnish: SYADHTRIB EHT KCEHC.

Another letter from **Andy McCall** in South Africa, this time enclosing a newspaper cutting of Cape Town harbour where he lives. Very pretty. In *Demon From The Darkside* to get Stodge to accompany you, just EGDOTS TEG, but you have to drop everything else first and pick it all up again afterwards. In *Mindshadow* after you've DERAJ TOHS you should MAILLIW KNIHT/EGASSEM DAER/MOOR ENIMAXE.

KIND SOULS

Someone called **The Necromancer** writes from Aberdeen, where I believe there are a lot of Necromancers about, this particular one coming from 62 Kincorth Crescent, Kincorth, Aberdeen AB1 5AN. "I have been playing adventures for two years now," he says, "and have come to the conclusion that they outclass any arcade rubbish on the market." Took your time about, didn't you? Anyway, The Necromancer will answer letters on any of the following adventures, all of which he's completed in the last two years: *Spiderman, Hulk, Ship Of Doom, Gremlins, Secret Mission, Red Moon, NeverEnding Story, Lords Of Midnight, Sorceror Of Claymorgue Castle, Twin Kingdom Valley, Bored Of The Rings, Rigel's Revenge, Knight Orc I, Mountains Of Ket, Lord Of The Rings, Kobyashi Naru, Price Of Magik, Heroes Of Karn, Snowball, Kayleth, Hobbit, Gnome Ranger I/II, Adventure Quest, Colosssal Adventure, Return To Eden, Dungeon Adventure, Worm In Paradise.*

Now here's a very nice letter to get, from **Roger Dowdall**, 14 Dawley Green, South Ockenden, Essex RM15 5LW. Roger says that he's written to other readers often enough in the past asking for their help, and now he reckons it's his turn to be a Kind Soul. That's the spirit. And this is the mega-list, *Castle Eerie, Seeker Of Gold, Colour Of Magic, Jack And The Beanstalk, Ship Wreck, Enchanted Cottage, Bulbo, Little Hodcome, Blizzard Pass, Red Door, Dusk Over Elfinton, Jade Stone, Green Door, Cloud 99, Heroes Of Karn, Supergran, Zacaron Mystery, Kobyashi Naru, Mountains Of Ket, Temple Of Vran, Final Mission, Eddie Smith, NeverEnding story, Valkyrie 17, Necris Dome, Knight's Quest, Custerd's Quest, Colditz, Espionage Island, El Dorado, Robin Of Sherlock, Greedy Gulch, Pharoah's Tomb, Life Term, Manor Of Doom, Rigel, Shard Of Inovar, Loads Of Midnight, Warlord, Imagination, Castle Blackstar.*

And if you thought that list was long then you ain't seen nothing yet. There are a handful of readers who've completed so many adventures you wonder when they ever get time to eat and sleep and things like that. Such a mega-adventurer is **Jon 'Zapper' Rose**, who writes to apologise for the fact that he had to close his helpline for a few months when he got involved in trying to get a national Speccy 128 users' group off the ground. It decided to stay on the ground, however, through no fault of Jon's and this has left him with a redundant 'tapezine' program called *Enigma*. At the moment it only runs on 128K machines, but it could easily be adapted for 48K machines if need be. If anyone's interested in using it then contact Jon at 14 Lion Road, Nyetimber, Bognor Regis, West Sussex PO21 3JZ.

That's also the address for help on any of the following adventures, which Jon says is not a complete list but includes the ones he thinks will be of most interest to most readers. If your game isn't included, and that includes arcade games and arcade-adventurers as well as straight adventures, then write and ask your question(s) with sae and Jon says he'll return your postage if he can't help! That's a bold claim, but then it's a bold list,' *NeverEnding Story, Dennis Through The Drinking Glass, Mindshadow, Lord Of The Rings, Hobbit, Mordon's Quest, Askeron, Very Big Cave Adventure, Robin Of Sherlock, Serf's Tale, Valhalla, Time Stood Still, Ranarama, Phantom Club, Freddy Hardest, Batman, Rastan, Head Over Heels, Athena, Sabre Wulf, Psycho Soldier, Underworlde, Movie, Knightlore, Legend Of Kage, Alien 8, Galvan, Nightshade, Elite (128K), Martianoids, Starglider (48/128K), Pentagram, Costa Capers, Gunfright, Magnetron, Cyberun, Terramex, Bubbler, Glider Rider, Atic Atac, Ghosts 'n' Goblins, Sweevo's World, Roller Coaster, Arc Of Yesod (128K), Thundercats, Nodes Of Yesod (128K), 3DC, Robin O'The Wood (128K), Doomsday Castle, Monty On The Run, The Pyramid, Auf Wiedersehen Monty, Drive-In, Shadowfire, Beaky And The Egg-Snatchers, Kokotoni Wilf, Dynamite Dan (I/II), Ant Attack, Jack And The Beanstalk, Star Paws, Airwolf, Manic Miner, Chuckie Egg (I/II), Jet Set Willy (I/II), Tir Na Nog, Astronut, Dun Darach, Spindizzy, Marsport, Moley Xmas, Cauldron, People From Sirius, Lords Of Midnight, Blind Panic, Brian Bloodaxe, Gift Of The Gods, Strangeloop, Impossible Mission, Pyjamarama, Bounty Bob Strikes Back, Everyone's A Wally, Pud Pud, Herbert's Dummy Run, S.O.S., Three Weeks In Paradise (128K), Aumaurote, Avalon, Universal Hero, Dragontorc, Finders Keepers, Astroclone, Spellbound (128K), Knight Tyme (128K), Technician Ted — The Megamix (128K), Firelord* and *Stormbringer* (128K). No apologies for including some of those titles, which are quite definitely more arcade than adventure, as I do get asked about them from time to time so now you know who the expert is. And I don't mean me.

Win! (win! win!)

An incredibly 'Heavy Axe' (Worth £175, 'man')
Plus
Two Remote Controlled Tanks
Plus
Ten copies of *Heavy Metal*, a brillo tank simulation from US Gold

METAL MUTHAS



Krraaaaaannng krraaaanng thud, kraaannng kraaanng thud! Strut your stuff, yeah yeah yeah. You're wearing your tightest leopard-skin trousers, your back is arched, your feet are spaced the regulation one and a half metres apart and you've got the latest Megadeath single blaring out of your hi-fi speakers. Check in the mirror. Does everything look as it should chum? Erm, no, let's face it, there's something amiss. What could it be? The hair? Nope, that's looking great, especially with the headband you fished out of your mum's duster box under the stairs. Could it be the shirt? Nope, it may well be nylon, but it could pass for silk if you squinted a bit and turned the lights off — and it's unbuttoned to the right degree (and there's even a couple of strands of body hair poking out). What on earth could be wrong then? Aaaah! Got it! It's that blimmin' tennis raquet.

Let's face it, leaping around in front of the mirror wielding a piece of sporting 'kit' isn't liable to do you any good in the credibility stakes. A 'chick puller'? Not on your nelly, mate. In fact the signposts are up and you're dangerously near to Prattsville. Never mind, *YS* may be able to help.

What You Can Win, Maaan!

Put your tennis raquets back in their presses, 'cos thanks to our chums at US Gold we're able to offer you the chance to win (win, win) a fabbo guitar d'eletronique. Now you can squeeze that whammy-bar and look the real biz in front of the mirror. In fact you can look the real biz wherever you go, if you've got your 'axe' in tow. Or you can plug it into an 'amp' and make some serious noise. It's a cracker and it's worth loadsa dosh. Booogie!



Plus, for two lucky runners up there are two spiffing radio-controlled tanks. And that's not all! For ten runner runners up there's a copy of US Gold's brill new tank simulation, *Heavy Metal*. Cwor!

What you gotta do, maan!

It's spot the ball time, except it isn't. It is in fact spot the guitar time. If you look at the coupon you'll see a picture of a scene at a heavy metal club, with a group of 'bad-ass metal muthas' shaking their thangs and pretending to play lead guitar solos on their invisible 'axes'. All you have to do is get a ballpoint pen and mark an 'X' on the spot where you think the meanest guitar should go — that's on which of the head-bangers you think is giving the best performance chum.

Once you've marked your cross, sellotape the coupon onto the memory of Jimi Hendrix, stick that onto a postcard and send the whole lot to Kraang Kraang, Blimey, I've Been Shaking My Head Around So Much My Brain's Gone All Wibbly Compo, *YS* Compo's, PO Box 1509, Enfield, Middlesex, EN1 1LQ. Oh, and make sure your entries get to us by 31st March, 1989.

RULES

- If head-bangers of the Dennis or US Gold variety try to enter this compo, their entry coupons had better be as invisible as the above guitars.
- Entries not in by 31st March, 1989 may as well be invisible as well.
- Don't quibble with the final decision or Mutha T'zer may have to bang some heads herself!

I'm pretty knowledgable about non-opaque 'axes' — and here's proof . . .



Name ....

Address..............................

.... 'Zip' Code..............................

520ST-FM SUPER PACK



The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with ½Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

£399
INCLUDING VAT

1Mb DISK DRIVE
£450 OF SOFTWARE

ARCADE GAMES		
Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadralien	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99
SPORTS SIMULATIONS		
Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95
PRODUCTIVITY SOFTWARE		
Organiser	Triangle Publishing	£49.95
JOYSTICK		
Atari CX40 Joystick	Atari Corp	£4.99
FREE ATARI BUNDLE VALUE:		**£458.97**

With SM124 mono monitor: £498 INC VAT   With SC1224 colour monitor: £698 INC VAT

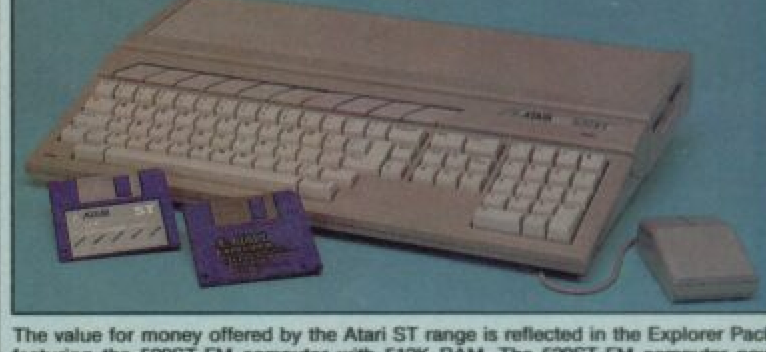
ATARI ST

ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE.

520ST-FM EXPLORER PACK
WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260 +VAT= **£299**

ONLY £2.51 PER WEEK
RETURN COUPON FOR DETAILS

+ SM124 mono monitor: £398 INC VAT   + SC1224 colour monitor: £598 INC VAT

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.



£499
INCLUDING VAT

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98
	NORMAL RRP:	£884.82
	LESS DISCOUNT:	-£385.82
	PROFESSIONAL PACK PRICE:	£499.00

With SM124 mono monitor: £598 INC VAT
With SC1224 colour monitor: £798 INC VAT

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as as lightweight keyboard with a seperate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

2Mb MEGA ST
£899 INC VAT
+mono monitor=£998
+colour monitor=£1198

4Mb MEGA ST
£1199 INC VAT
+mono monitor=£1298
+colour monitor=£1498



DTP PageStream £149 +VAT =£171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO/MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

SILICA STARTER KIT: Worth over £200, FREE with every Atari ST computer bought from Silica.

PROFESSIONAL PACK: Free business software with 1040ST-FM and MEGA ST's bought from Silica.

DEDICATED SERVICING: 7 full-time Atari trained staff with years of experience on Atari servicing.

THE FULL STOCK RANGE: All of your Atari requirements from one place.

AFTER SALES SUPPORT: The staff at Silica are dedicated to help you get the best from your ST.

FREE CATALOGUES: Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped within the UK mainland.

PRICE MATCH PROMISE: We will match competitors on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Atari technical experts always at your service.

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P OBA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept YOURS 0189, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

Postcode: ....

Do you already own a computer
If so, which one do you own? ....

DTP ☐

Be My

... OH GO ON, PURLEASE

What with it being around Valentines Day and all that, we thought it might be a good idea to be really slushy and hit the streets of London, root out some *YS* readers and ask them some important questions about love. Here's what happened.







Neither **Damien Paul** (14) nor **Russell Shaw** (14) of North London sign their name in Valentines cards. Why? we wondered. **"Well,"** said Damian, **"If you put your name in and the girl thinks you're really ugly or something then you'll be the laughing stock of the entire school the next day."** Oh yes. Good point — okay then, what's your favourite chat-up line? Damien: **"I just ask for their phone number."** Russell: **"I ask them their star sign."** What star sign do you hope they are? **"I don't care, it's just the kind of thing girls like to be asked."** *(Really? Ed)* You're obviously an authority. Which 'famous' person do you most fancy, 'Daim'? **"Sabrina."** Why? **"Guess."** Oh yes, those. What about you, Russell? **"Kim Wilde. She's so sultry."** Have either of you accidentally farted loudly in front of someone you desperately wanted to canoodle with? Damien **"No."** Russell **"No, and touch wood I never will."**



Darren Jameson (16) and **John Hilliard** (15) are from the Lake District (John is the one totally covered in Trafalgar Square by the resident mottled 'love-doves'.) We asked what in his opinion, was the most romantic Speccy game of all time? **"Eeeerr, probably Uridium."** Whaaaattt? **"Well, it was a pretty tricky question."** Okay then, which famous person do you most fancy? Darren: **"She's not exactly famous, but the girl on the Carlsberg advert."** Which one? **"The one where she has to ask the computer which is the best lager in the world: she's wearing glasses and she keeps licking her lips. She's well slinky."** What about you, John? **"Clare Rayner. I'm serious: I'm actually not joking."** *(Ye Gods. Ed)* What would you do if Clare Rayner turned up on your doorstep wearing nothing but a pink negligee? **"Invite her in of course."** For 'coffee'? **"Something like that, yeah."** What's your favourite ever 'lurve' song? ***"I Don't Wanna Go Home Alone* by Paul Nicholas."** Gordon Blimey! Erm, are you still being serious, or was that a light hearted 'quip'? **"I'm still being serious."** Bleeeeeee!





Isabelle Berset is 16 and comes from Switzerland. We thought there was no way she'd have a Speccy (and she hasn't), but her brother has — and he gets *YS* on subscription. What a small world, eh? We asked Isabelle what was her favourite chat-up line. **"Uh? What is that?"** When a boy wants to be 'good friends' with you . . . what does he say? **"Oh, I don't know, I guess he ask my name and maybe I tell him."** What are you doing tonight? **"I am sorry?"** Nothing, just a joke. Who's your favourite dreamy weather person? **"Dreamy person? Who I dream about?"** Yes, that'll do. Who do you dream about? **"Uh, all kinds of things and people. I dream many things."** (Groan) Right! Let's try this. Who . . . is . . . your . . . favourite . . . film . . . star? **"Oh. Harrison Ford, he is very good. Also I very much like Sean Connery, although he is short in hair."** Have you ever chuffed in front of anybody you fancied? **"I am sorry?"** Have you ever . . . oh it doesn't matter.

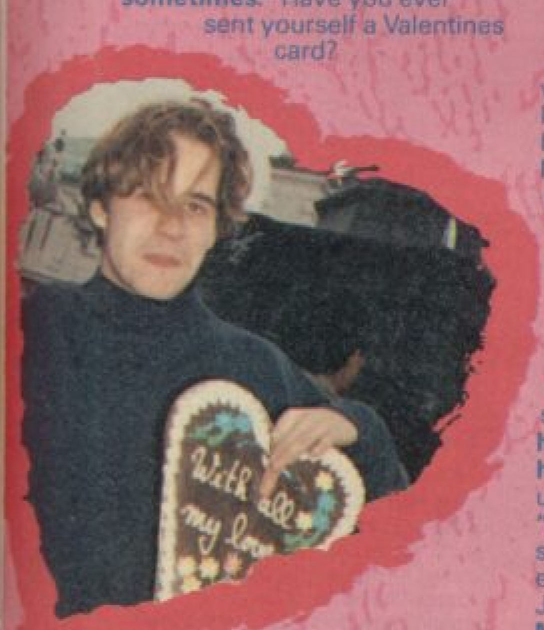


Aaron Whitehouse (17) from Swindon is a bit of a smart alec. What's the sexiest Speccy game you've ever played? ***"Fantasy* by R & H Microtec. You're in control of three couples . . ."** Um, that's quite

Valentine



enough about *Fantasy*. Eeer, do you sign your name on Valentines cards? **"Yes I do. I'm not bashful. If I'm feeling particularly passionate I'll sign it twice – or even more sometimes."** Have you ever sent yourself a Valentines card?



"Every year, yeah, every year." Who's your fave rave as regards celebrities? **"Jessica Lange. She's a hunk."** Who's the dreamiest weatherman? **"Michael Fish. He's a hunk too. He's got hidden depths of passion. He's a snappy dresser – I love him."** Have you ever guffed loudly in front of someone you were hoping to impress? **"Not exactly, but I was sitting at the dining table having lunch with my girlfriend and her parents once when my bottom suddenly went out of control. It was excrutiatingly embarrassing."** Are you still going out with her? **"Um, no actually."**



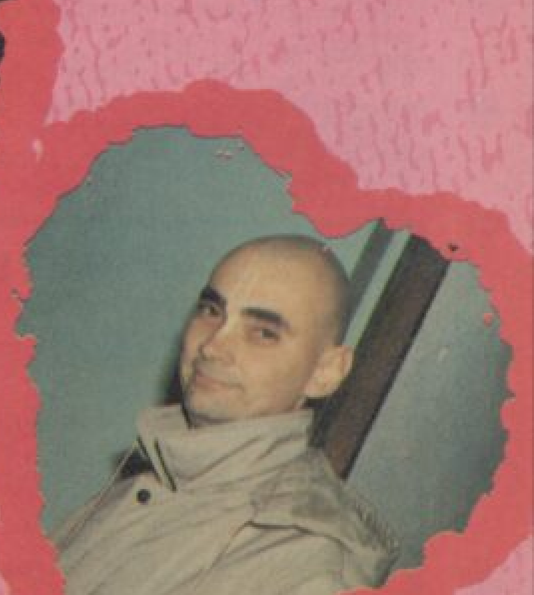
Genei Saku (22) is totally hatstand. Do you sign your name on Valentine cards? **"Ha ha ha ha ha ha ha ha, yes, no, sometimes, ha ha ha ha."** Yes, of course. Who, in your opinion, is the dreamiest weather person? **"What? Ha ha ha ha ha. Dreamiest? Ha ha ha ha ha, er, John Kettley. No! Ha ha ha ha ha."** Who's your most fanciable 'celebrity'? **"Ha ha ha, um, can I say John Kettley again?"** No. Someone else. **"Eer, ha ha ha ha, erm that's really hard. Uum, ha ha ha, erm John Kettley. Ha ha John Kettley! Ha ha ha ha."** Would you mind modelling this sexy female underwear? **"Ha ha ha ha, I'll put it on shall I ha ha ha?"** No, no, you'll get us all arrested. Just hold it up. **"Ha ha ha ha."** What's the sexiest Speccy game you've ever played? And don't say John Kettley. **"Ha ha ha ha, Michael Fish. Ha ha ha."** John Kettley. **Ha ha ha ha ha."** Oh dear, it's time for us to go. **"Can I keep the posing-pouch?"** No you can't, give it back. **"Ha ha ha ha."**



Teddy Pegrams 17 and comes from London. What's your favourite chat-up line? **"Um, what's a nice girl like you doing in a place like this? Erm, do you come here often? Um, I don't really know any – I've never actually chatted anyone up."** Not surprising. Who's your favourite 'sexy celeb'? **"Madonna. What a belly-button she's got. She's got very nice knees actually, have you ever noticed?"** No. What would you do if Michael Fish appeared at your front door wearing a sexy negligee? **"I'd tell him to get lost."** Ahem. You'd ask him to go away then? **"Yes."** You wouldn't invite him in for 'coffee'? **"Certainly not".** Not even a cup of *Gold* we've already met, she can't resist me' *Blend*. **"No, no, no,no."** On a first date do you engage in tongue sarnies? **"If that's all I can get, yes."** Whooo!



Corinne Dubois (15) comes from Hackney. Do her pupils go all big when she's chatting to someone she really fancies? **"How on earth would I know? What a stupid question."** Okay, okay! Do you sign your name on Valentines cards? **"I receive Valentines cards, I don't send them."** Who do you fancy in the TV or film world? **"Eddie Murphy. I quite fancy Lloyd Hunnighan as well. Oh, and Peter Duncan from *Blue Peter*."** What's your favourite love song? **"Oh, I don't know, how can I possibly answer that at such short notice?"** Well, think about it for a bit. **"No, no, I can't think."** Well, what about, f'rinstance *Every Loser Wins* by that remarkable cockney crooner Nicholas Berry? **"You're joking . . . You are joking, aren't you?"** Um, no as it happens. Have you ever guffed in front of someone you fancy? **"Whaaaat?? No I have not! And I won't answer questions like that."**



Geoff Bhagwash (24) used to own a Speccy (before joining up with the spook Hare Krishna sect). He refused to hold any of the *YS* 'props', but we wondered if he had ever chuffed in front of someone he was trying to get to know well. **"No comment."** Oh, go on. **"No comment."** Okay then, who's the dreamiest weather person? **"I don't watch television."** You must have seen a weather forecast. **"I don't own a television."** Which famous celebrity do you most fancy? **"I'm not interested in celebrities."** Not even Angela Rippon? **"Who's Angela Rippon?"** Make up a love poem. **"No."** Oh go on. **"No."** What would you say if Demis Roussos turned up on your doorstep wearing a pink tutu? **"Nothing."** Oh.

BACK ISSUES

Don't look now — look back!

1 **JAN '86** • Exclusive *Rasputin* cover game • *Fairlight* map • *Winter Sports/Saboteur* reviewed • David Crane interview • QL software buyers' guide.

2 **FEB '86** • *Three Weeks In Paradise* map • *Friday The 13th* poster • *Beach Head II/Worm In Paradise* reviewed • *Art Studio* review • Matthew Smith interview • Joysticks tested.

3 **MARCH '86** • *Robin O' The Wood* map • *Zoids/Movie* reviewed • *Marsport/Fairlight* tips • SpecDrum reviewed • More QL games.

4 **APRIL '86** • *Sweevo's World* map • *Skyfox/Lord Of The Rings* reviewed • Art Studio tips • 128K Speccy reviewed • *Arcade Dream* — exclusive preview.

5 **MAY '86** • *Movie* map • *Batman* reviewed • Micronet feature • *Mike Gerrard* joins *YS* • Interview — *Ghosts & Goblins* programmers • Program Power — Fast Loader

6 **JUNE '86** • *Saboteur* map • *Chuckie Egg II/Three Weeks In Paradise* tips • Hardware round-up • *Way Of The Tiger/Tasword III* reviewed • 128K games feature.

7 **JULY '86** • *Batman* map • *Rock 'n' Wrestle/Heavy On The Magick* reviewed • Gargoyle interview • Hard Facts Special — Fault Finding Chart • Music hardware feature.

8 **AUGUST '86** • *Pentagram* map • Program Power — Speech Melba • *The Price Of Magik/Animator 1* reviewed • *Batman/Riddler's Den* tips • Hardware — Choosing the complete Speccy system.

9 **SEPT '86** • Wild 'n' wacky *YS* stickers — free! • *Heavy On The Magick* map • *Jack The Nipper/Hijack* reviewed • *GAC* user's guide • T'zer's arcade action special.

10 **OCT '86** • *G... ts 'N' Goblins* ma... *...t Escape/Trap Door*... ...plete *Elite* Hacki... ...special • 128K Speccy — opene... ...• Program Power — Tune-A-Paté. **SOLD OUT**

11 **NOV '86** • *Dan Dare* map and review • *Sc...y Doo/TT Racer* reviewed • ...2 test-driven • *Devil...* map • *...ommando/Starstri...* ...• Adventures — Comple... clue list. **SOLD OUT**

12 **DEC '86** • *Pyracurse* map • *Avenger/Uridium/Lightforce* reviewed • Music special • Reader Survey results.

13 **JAN '87** • *The Great Escape/Deactivators/Antiriad/Storm* maps • *Jewels Of Darkness* reviewed • *Trap Door/Equinox* tips • T'zer Goes To The Movies - feature • Hardware — Red Box/Saga's Compliment.

14 **FEB '87** • *Nosferatu* map • *Artist II/Gauntlet/Aliens* reviewed • *Uridium/Dynamite Dan 2/Knight Tyme* tips • Hard Facts special • *Short Circuit* previewed.

15 **MAR '87** • *Glider Rider* and *Fairlight 2* maps • *The Hive/Fist 2* reviewed • G'day sport sims special, streuth! • Tips for *Cobra/Gauntlet/Future Knight* • A-Z of adventure clues.

16 **APR '87** • *Fist 2/Uridium/Dandy* — maps • *Enduro Racer/Rana Rama/Nemesis The Warlock* reviewed • Explode your phone bill — check out the Modem special • *Space Harrier/Star Glider* tips.

17 **MAY '87** • Exclusive cover game! *Road Racer* • *Cobra/Thrust/Uridium* maps • Tips for *Gauntlet/GreyFell/Leaderboard* • *Saboteur 2/World Games/Tai-Pan* reviewed.

18 **JUNE '87** • *Short Circuit* and *Feud* maps • *Head Over Heels/The Sentinel* reviewed • Hack special — learn how to hack! • Boogie with the Music Special • Blam! Boom! Wargames as well!

19 **JULY '87** • Map special! *Head Over Heels/Hydrofool/DD 2* and more! • *Flunky/Stormbringer* megagames + compilation reviews • *Zub* and *Hive* tipped to bits • +3 floppy review.

20 **AUG '87** • *Thrust/Saboteur 2/Krakout* tips • *Wizball/Stiflip/Gobots & Co* megagamed • New! *Program Pitstop* with routines from top programmers.

21 **SEPT '87** • Tipshop! Packed with maps, hints 'n' pokes for *Saboteur 2/Greyfell/Chronos/Sentinel* • Reviews of *Game Over/Catch 23* • TV games — Speccy rivals? • Street Life — what's hot and what's cold • Free bouncy *Jack The Nipper!*

22 **OCT '87** • Exclusive megagame! *Brillo Batty!* • *Flash Gordon/Nemesis/Stormbringer* maps 'n' tips • Reviews of *Game Over/Catch 23* • Star-tips abundant in *Pitstop*.

23 **NOV '87** • Free! Viz comic! • Reviews of *Game Over/Catch 23/Boun...* ...*Athena* • Meg... *...Mercenary* • Who ... Al...on Towers? — Leisure Speci... • ...pped — *Zynaps/Exolon/Game Over*. **SOLD OUT**

24 **DEC '87** • *Play For Your Life* exclusive cover game • *Quartet/Jack The Nipper 2* mapped • *Out Run* — Christmas megagame • *Solomon's Key/Batty/Hive* tips and POKEs.

25 **JAN '88** • Exclusive *Moley Christmas* game • Maps for *Trantor/Flunky/Slaine/Indiana Jones* • *Gryzor* reviewed • Tips for *Aliens US/Renegade/Mercenary* and squillions more • Boardgame reviews.

26 **FEB '88** • Free rinky-dinky *YS* Badges • Colour maps for *Indiana Jones* and *Sidewalk* • *Inside Outing/Platoon/Combat School* checked out • Role Playing Games reviewed • *Freddy Hardest/Solly's Key* and *Mercenary* tips.

27 **MAR '88** • Colour maps of *Indiana Jones* and *Andy Capp* • *Rolling Thunder/Bedlam/Terramex* — megagames • Hardware round-up • Tips for *Thundercats/Out Run/Driller*.

28 **APRIL '88** • Special Joke Police Issue • Colour maps of *Platoon* and *Dan Dare II* • *Arkanoid II/Tetris/Firefly* reviewed • *Freddy Hardest/Garfield/Gryzor* tips • *Practical Pokes* Mega Multiface Special • Results of Game Of The Year.

29 **MAY '88** • Exclusive cover game *Blind Panic* • *Knightmare/Firefly* mapped • *Cybernoid/Ikari Warriors/Black Lamp* reviewed • Tips for *Garfield/Combat School/Bravestarr* • New! Rage Hard and Postmans Knock — regular round-ups of hardware and PBM • Adventure Holidays Special.

30 **JUNE '88** • *People From Sirius* Exclusive cover game • Colour maps of *Cybernoid* • *Karnov/Action Force II/Sophistry* megagamed • Loadsatips! • Comix feature — Superheroes start here.

31 **JULY '88** • Cracking cover game *International Cricket* • Colour maps of *Where Time Stood Still/Blind Panic* • *Bionic Commando/Crosswize/Target Renegade* megagamed • New! Only Kidding — Graham 'Galloping Gourmet' Kydd hosts a brand new column • Re-releases feature — Play It Again Sam.

32 **AUGUST '88** • FREE! *Smash Tips!* Parts one and two! The complete guide to Spectrum games, old and new. MEGA! • *Where Time Stood Still/Dark Side/Mickey Mouse* megagamed • *Cybernoid/Driller/Blind Panic* mapped • Perfect Printers? *Rage Hard* investigates

33 **SEPT '88** • Slashing Ninja Cover • Loadsamegagames — *Last Ninja II/Virus/Impossible Mission II/The Bard's Tale* • Colour maps of *Desolator* and *Buggy Boy* • Part 3 of *Smash Tips* • The complete A-Z guide to adventure tips.

34 **OCT '88** • Corking exclusive cover game *Dustin* • *Overlander/Intensity* megagamed • *The Darkside* mapped • Part 4 of *Smash Tips!* Cool! • Program Pitstop Music Special. Boogie on down to some of your music routines. • DIY Adventures.

35 **NOV '88** • Triffic cover game, *Orbix The Terrorball* It's mega! • *Laser Squad/Samurai Warrior* megagamed • First look at the NEW Sinclair PC 200! • Full colour map of *Soldier Of Fortune* • Joy Of Sticks — We test out ten of the top joysticks around. • And don't forget *Smash Tips* Part 5!

36 **DEC '88** • Double Decker Issue! Two cover-mounted tapes *Star Raiders II/Qarx/Skate Or Die* demo/*Afterburner* soundtrack • *Operation Wolf/Savage/Rex* megagamed • Part Two of *Soldier Of Fortune* map • Program Pitstop Screen Effects Special • Last part of *Smash Tips*.

37 **JAN '89** • It's A Whopper! Huge Christmas special bulging with exclusive cover game, *Movie* • Christmas megagames *Batman 2/Total Eclipse/R-Type* • Mappers Delight — 16 page full colour map booklet • Free *YS* board game *Dog Fight* • Exclusive *YS* Christmas story *Frank X* • Who nicked what from Santa? — Stocking Filler Special • And lots, lots more!!

38 **FEB '89** • Cover Tape *Alien Evolution* full game/*Last Duel & Storm Lord* demos — They're Blinding • *Thunder Blade* megagamed • *Human Killing Machine* megapreviewed • PC200 — Qu'est-ce qu'elles disent, les maisons de software? • Full colour map of *Savage* and full colour reviews a-go-go!

ORDER YOUR BACK ISSUES NOW!

UK £1.20 Overseas £1.70
I enclose a cheque/postal order for £.............................. made payable to Dennis Publishing Ltd.

Name ....

Address ....

....

.... Postcode ....

Complete the form and return with payment to: Your Sinclair Back Issues, PO Box 320, London N21 2NB.

- ☐ 1 Jan '86*
- ☐ 2 Feb '86
- ☐ 3 Mar '86
- ☐ 4 Apr '86
- ☐ 5 May '86
- ☐ 6 June '86
- ☐ 7 Jul '86
- ☐ 8 Aug '86
- ☐ 9 Sept '86
- ☐ 12 Dec '86
- ☐ 13 Jan '87
- ☐ 14 Feb '87
- ☐ 15 Mar '87
- ☐ 16 Apr '87
- ☐ 17 May '87
- ☐ 18 Jun '87
- ☐ 19 Jul '87
- ☐ 20 Aug '87
- ☐ 21 Sept '87
- ☐ 22 Oct '87*
- ☐ 24 Dec '87*
- ☐ 25 Jan '88*
- ☐ 26 Feb '88'
- ☐ 27 Mar '88
- ☐ 28 Apr '88
- ☐ 29 May '88'
- ☐ 30 June '88*
- ☐ 31 Jul '88'
- ☐ 32 Aug '88
- ☐ 33 Sept '88
- ☐ 34 Oct '88 *
- ☐ 35 Nov '88*
- ☐ 36 Dec '88*
- ☐ 37 Jan '89*
- ☐ 38 Feb '89*

* Comes with FREE game!
' Comes with Free YS badge!



All issues £1.20 except Double Decker issue; £1.95

PROGRAM PITSTOP



Oo-er! It's that rubbery time again as we pour into the Pitstop with *David McCandless*.

Hi! Most of you out there will be glad to know that this month sees a return to normal stability after my punctuation of the last few months with 'specials'. There won't be any more for a while now, but during those long dreary months inbetween if you have an idea for a special then drop me a line at the normal address.

Anyway, onto this month, and first up this issue, there's an introduction to Z80 man extraordinaire **Damian Scattergood** with his sensational simple, learning aids in pure assembly language. And to end with is **Thurstan Felstead** with his — I hate to admit it — brilliant explosion program.

SCREEN FX 2

by Damian Scattergood

Damian Scattergood, the Z80 Project Leader of Emerald Software, nominated as Mr. Benevolence for three years in succession, was so impressed with my screen effects special a few months back (swell) that he decided to submit a compendium of routines himself. I was so impressed I printed them.

Lines

The Spectrum screen display is a complicated beast, using all manner of confusing and downright irritating structural nuances that can make it a major hurdle for a novice. I won't go into details but briefly there are 192 pixel lines, divided into three blocks of 64 lines, covering memory locations 16384 to 22527; the screen addresses go in batches of eight so that logically the address you want is never in the right place. Well, something like that anyway.

These two routines are used to calculate the screen address of the next scan line up or down. You'll need an assembler to enter them in, and they'll go in any address.

Next Line Up

```
Execute this routine with HL
pointing to the screen address,
and HL will return with the
next line down.

NXTC    LD A,H
        AND 7
        CP 7
        JR Z,LINEE
        INC H
        RET
LINEE   LD A,L
        AND 224
        CP 224
        JR Z,NCHAR
        LD DE,1760
        AND A
        SBC HL,DE
        RET
NCHAR   LD DE,32
        ADD HL,DE
        RET
```

Next Line Down

```
LSTC    LD A,H
        AND 7
        JR Z,SALI
        DEC H
        RET
SALI    LD A,L
        AND 224
        JR Z,SAGE
        LD DE,1760
        AND A
        ADC HL,DE
        RET
SAGE    LD DE,32
        AND A
        SBC HL,DE
        RET
```

Nibbling

The next program is one big demo, split up into five easily digestible parts. It combines the two previous next scan-line routines into a mammoth scrolling demo, shifting windows all over the place, up, down, left and right! And to boot, it scrolls by four pixels (or 'nibbles' if you want to be confused by jargon). Very useful for faster than fast scrolls.

The Huge Demo

```
This whopper (hurk!) is the
demo, using the previous two
routines

DEMO    CALL FILL
        LD B,20
LOOP1   PUSH BC
        LD HL,16384+15
        LD BC,#10C0
        CALL SLEFT
        LD HL,16384+16
        LD BC,#10C0
        CALL SRIGH
        POP BC
        DJNZ LOOP1
        LD B,20
LOOP2   PUSH BC
        LD HL,16384
        LD BC,#A020
        CALL SUP4
        POP BC
        DJNZ LOOP2
        LD B,20
LOOP4   PUSH BC
        LD HL,20640
        LD BC,#A020
        CALL SDWN4
        POP BC
        DJNZ LOOP3
        RET
```

This is the main stem of the program and addresses sub-routines with CALL statements (rather like GOSUB's in Basic). The register HL holds the top right screen address of the window-to-be-scrolled, and BC holds the height and width of that window.

```
FILL    LD HL,16384
        LD BC,6143
LOOP4   LD (HL),C
        INC HL
        DEC BC
        LD A,B
        OR C
        JR NZ,LOOP4
        RET
```

So there's something there to scroll, this small routine simply fills the screen with garbage. Not just any old garbage though, strategic garbage.

```
SLEFT   PUSH HL
DEEP    PUSH BC
        XOR A
LOOP5   RLD
        DEC HL
        DJNZ LOOP5
        POP BC
        POP HL
        CALL NXTC
        PUSH HL
        DEC C
        JR NZ,DEEP
        POP HL
        RET
```

This sub-routine shifts the contents of a window left by four pixels, using the specific instruction 'RLD'.

```
SHLDH     PUSH HL
DEEP1     PUSH BC
          XOR A
LOOP6     RRD
          INC HL
          DJNZ LOOP6
          POP BC
          POP HL
          CALL NXTC
          PUSH HL
          DEC C
          JR NZ,DEEP1
          POP HL
          RET
```

This similar sub-routine shifts the contents of the window right by four pixels, using the specific instruction 'RRD'.

```
SDWN      PUSH HL
          CALL LSTC
          CALL LSTC
          CALL LSTC
          CALL LSTC
          EX DE,HL
          POP HL
          EX DE,HL
LOOP7     PUSH BC
          PUSH DE
          PUSH HL
          LD B,0
          LDIR
          POP HL
          CALL LSTC
          POP DE
          EX DE,HL
          PUSH DE
          CALL LSTC
          POP DE
          EX DE,HL
          POP HL
          DJNZ LOOP7
          RET
```

The down scroll routine works in a different way. It calculates the address four bytes below and block moves everything in the window to that address, creating a 'scrolling' illusion.

```
SUP4      PUSH HL
          CALL NXTC
          CALL NXTC
          CALL NXTC
          CALL NXTC
          EX DE,HL
          POP HL
          EX DE,HL
LOOP8     PUSH BC
          PUSH DE
          PUSH HL
          LD B,0
          LDIR
          POP HL
          CALL NXTC
          POP DE
          EX DE,HL
          PUSH DE
          CALL NXTC
          POP DE
          EX DE,HL
          POP BC
          DJNZ LOOP8
          RET
```

This up scroll routine is almost identical as the previous one, but calculates the address four bytes above instead.

BANG!

by Thursten Felstead

Don't you just love explosions (you were wondering what that title was about weren't you)? I like explosions. Especially those gorgeous, big noisy ones with lots of debris you see on posh games. **Thurstan** "insane" **Felstead** seems to like them too. Nice man. He's written a routine so you can appreciate them. *BANG!* he called it. (Oo-er!)

Kaboom!

The routine is in machine code, starts at 61440 and is 912 bytes long. Not particularly enormous considering the startling and one might say, splendiferous effect of the aforementioned routine. Use the Hex Loader (which is now drawing its pension) to enter the hexadecimal block and then save the result to tape with SAVE "name" CODE 61440,912. But wait! Before you RANDOMIZE USR 61456, examine the following parameters for information on how to set up your conflagration.

Explode!

There are five variables which must be set up before you can run the program:

i) The Explosion Window
This is the rectangular area in which the object detonates. It's outer edges must not touch the edge of the screen in any direction and it must be larger than the object window (see next reference). To create a window, you need to POKE the top left co-ordinates and bottom right co-ordinates in the following way
POKE 61440, top left x co-ordinate (4-251) 61442,
top left y co-ordinate (4-171)
POKE 61441, top right x cordinate (4-251) 61443,
top right y co-ordinate (4-171)

ii) The Object Window This is the rectangular area that contains the object to be ignited. It is set up in the same way as the explosion window but it must be smaller. POKE its variables like this:
POKE 61445, top left x co-ordinate
POKE 61447, top left y co-ordinate
POKE 61446, top right x co-ordinate
POKE 61448, top right y co-ordinate.

iii) Gravity This factor governs the amount of weight attributed to the exploding pixels. POKE 61444 with the following factors of your choice:

0 — no gravity whatsoever
1 — pretty damn strong gravity
2 — slightly weaker
3 — getting weaker
4 — shuffling towards wimpiness
5 — Phil South

iv) Explosion Speed The variable effects the speed the objects fulminates (good word, eh?) at. Choose the numbers to POKE into the address 61449:

0 — normal explosion speed
1 — slow
2 — slower
3 — slower still
4 — barely moving
5 — as stiff as a board

v) Velocity This cunning parameter decides the speed at which the particles erupt. Choose a speed from 1 to 255 and then:
POKE 61450, INT (velocity/2)
POKE 61451, velocity
Now if all that isn't simple then I wear a toupee. And there's a demonstration as well to eradicate your confusion completely. But remember *BANG!* can only handle a maximum of eight hundred pixels or else it goes gah-gah (just like its author).

```
  20 REM Explode! Code and Demo
  30 REM
  40 REM Thurstan Felstead
  50 REM
  60 REM Based on an original
  70 REM routine by Kevin Cowtan
  80 REM
  90 REM
 100 REM Load code
 110 REM
 120 CLEAR &f439
 130 LOAD "explode"CODE
 140 REM
 150 REM Title
 160 REM
 170 INK 0
 180 PAPER 6
 190 BORDER 6
 200 CLS
 210 PRINT AT 8,9;"EXPLODE! DEMO
."
 220 PRINT AT 10,7; T.Felstead
1988."
 230 PLOT 50,119
 240 DRAW 155,0
 250 DRAW 0,-40
 260 DRAW -155,0
 270 DRAW 0,40
 280 GO SUB 2090
 290 REM
 300 REM Menu
 310 REM
 320 INK 0
 330 PAPER 6
 340 BORDER 6
 350 CLS
 360 PRINT AT 2,9;"EXPLODE! DEMO
."
 370 PRINT AT 3,7; T.Felstead
1988."
 380 PLOT 50,165
 390 DRAW 155,0
 400 DRAW 0,-30
 410 DRAW -155,0
 420 DRAW 0,30
 430 PRINT AT 7,13;"SELECT"
 440 PRINT AT 10,12;"1. Bomb"
 450 PRINT AT 12,11;"2. Planet"
 460 PRINT AT 14,11;"3. Message"
 470 PRINT AT 16,11;"4. Advert"
 480 PLOT 80,125
 490 DRAW 100,0
 500 DRAW 0,-95
 510 DRAW -100,0
 520 DRAW 0,95
 530 LET k$=INKEY$
 540 IF k$="1" THEN  GO TO 600
 550 IF k$="2" THEN  GO TO 890
 560 IF k$="3" THEN  GO TO 1210
 570 IF k$="4" THEN  GO TO 1440
 580 GO TO 530
 590 REM
 600 REM Bomb
 610 REM
 620 INK 0
 630 PAPER 7
 640 BORDER 7
 650 CLS
 660 GO SUB 1600
 670 PRINT AT 1,5;"Prepare for d
etonation."
 680 FOR n=9 TO 0 STEP -1
 690 PRINT AT 5,14;0;n
 700 BEEP 1,0
 710 NEXT n
 720 LET ex1=27
 730 LET ey1=71
 740 LET ex2=227
 750 LET ey2=167
 760 LET gravity=0
 770 LET ox1=99
 780 LET oy1=98
 790 LET ox2=137
 800 LET oy2=143
 810 LET espeed=4
 820 LET vrange=7
 830 GO SUB 1890
 840 GO SUB 2090
 850 GO TO 320
 860 REM
 870 REM Planet
 880 REM
 890 INK 7
 900 PAPER 0
 910 BORDER 0
 920 CLS
 930 GO SUB 1750
 940 BEEP .2,10
 950 BEEP .2,10
 960 FOR m=1 TO 6
 970 FOR n=1 TO 7
 980 PRINT AT 9,14; OVER 1; INK
n;"    "
 990 PRINT AT 10,14; OVER 1; INK
 n;"    "
1000 PRINT AT 11,14; OVER 1; INK
 n;"    "
1010 PRINT AT 12,14; OVER 1; INK
 n;"    "
1020 NEXT n
1030 NEXT m
```

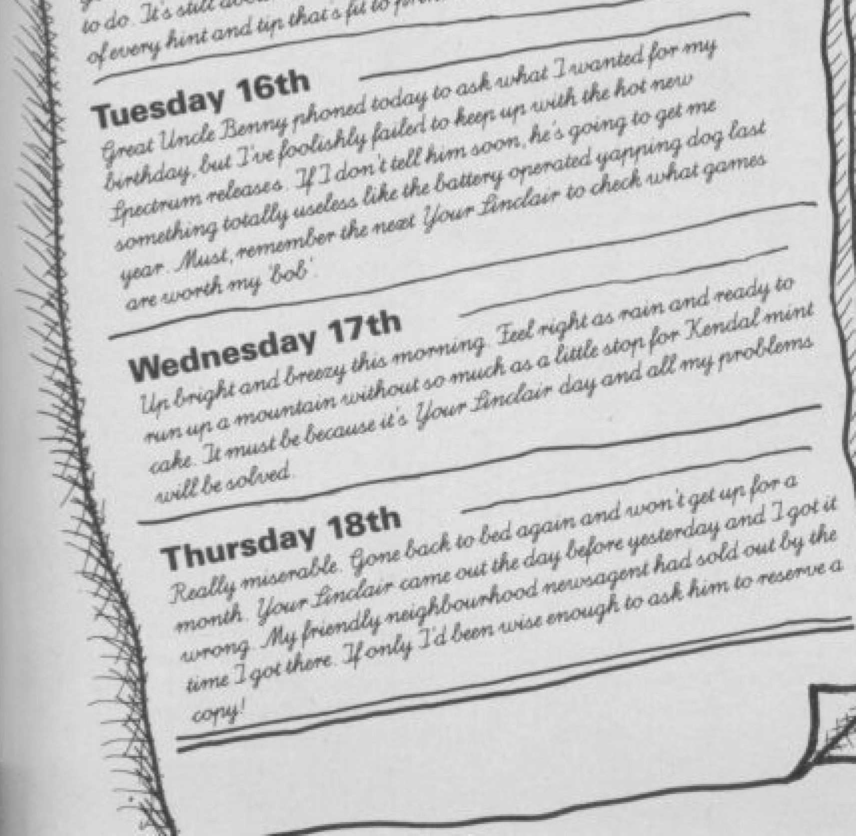
```
1040 LET ex1=4
1050 LET ey1=4
1060 LET ex2=251
1070 LET ey2=171
1080 LET gravity=0
1090 LET ox1=112
1100 LET oy1=72
1110 LET ox2=140
1120 LET oy2=102
1130 LET espeed=8
1140 LET vrange=15
1150 GO SUB 1890
1160 GO SUB 2090
1170 GO TO 320
1180 REM
1190 REM Message
1200 REM
1210 INK 7
1220 PAPER 1
1230 BORDER 1
1240 CLS
1250 PRINT AT 9,9;"YOUR SINCLAI
"
1260 PRINT AT 10,11;"RULES OK!"
1270 LET ex1=4
1280 LET ey1=4
1290 LET ex2=251
1300 LET ey2=171
1310 LET gravity=5
1320 LET ox1=72
1330 LET oy1=72
1340 LET ox2=176
1350 LET oy2=88
1360 LET espeed=10
1370 LET vrange=7
1380 GO SUB 1890
1390 GO SUB 2090
1400 GO TO 320
1410 REM
1420 REM Advert
1430 REM
1440 INK 0
1450 PAPER 5
1460 BORDER 5
1470 CLS
1480 PRINT AT 0,9;"ADVERTISEMENT
"
1490 PRINT AT 2,0;"The four rout
ines I've had     published in
YS (Define Keys,  Text Organise
r, The Flowchart  Creator and t
his one) are      available on
one tape or disc  direct from m
e at £2 for       48K/128K cass
ette and £5 for +3 disc."
1500 PRINT AT 11,0;"Send cheques
/P.O.'s payable to  T.Felstead a
t:"
1510 PRINT AT 14,0;"71 Torcross
Road,"
1520 PRINT AT 15,0;"South Ruisli
p,"
1530 PRINT AT 16,0;"Middx HA4 OT
D."
1540 PRINT AT 18,0;"And I'll sen
d you the goods withfull instruc
tions."
1550 GO SUB 2090
1560 GO TO 320
1570 REM
1580 REM Draw bomb
1590 REM
1600 PLOT 27,104
1610 DRAW 200,0
1620 DRAW 0,-96
1630 DRAW -200,0
1640 DRAW 0,96
1650 CIRCLE 119,52,18
1660 PLOT 116,71
1670 DRAW 0,4
1680 DRAW 7,0
1690 DRAW 0,-4
1700 PLOT 120,76
1710 DRAW -5,7,1.5
1720 PRINT AT 15,13;"BOMB"
1730 RETURN
1740 REM
1750 REM Draw planet
1770 FOR n=1 TO 50
1780 LET a=INT (RND*255)
1790 LET b=INT (RND*175)
1800 PLOT a,b
1810 NEXT n
1820 FOR n=1 TO 12
1830 CIRCLE 127,87,n
1840 NEXT n
1850 RETURN
1860 REM
1870 REM Poke parameters
1880 REM
1890 POKE 61440,ex1
1900 POKE 61441,ex2
1910 POKE 61442,ey1
1920 POKE 61443,ey2
1930 POKE 61444,gravity
1940 POKE 61445,ox1
1950 POKE 61446,ox2
1960 POKE 61447,oy1
1970 POKE 61448,oy2
1980 POKE 61449,espeed
1990 POKE 61450,INT (vrange/2)
2000 POKE 61451,vrange
2010 REM
2020 REM Execute
2030 REM
2040 LET explode=USR 61456
2050 RETURN
2060 REM
2070 REM Continue
2080 REM
2090 PRINT #0;AT 0,3;"Press any
key to continue."
2100 PAUSE 0
2110 RETURN
```

```
61440 04 FB 04 AB 00 70 8C 48 =754
61448 66 08 07 0F 90 F3 E1 18 =768
61456 F3 DD E5 D0 2A 0C F0 01 =1209
61464 00 00 3A 07 F0 5F 3A 05 =463
61472 F0 57 62 6B CD 13 F1 28 =1037
61480 18 DD 72 00 DD 73 01 CD =901
61488 34 F1 DD 75 02 DD 74 03 =973
61496 03 DD 23 DD 23 DD 23 DD =992
61504 23 14 3A 06 F0 BA 30 DA =811
61512 1C 3A 08 F0 BB 30 CF 78 =896
61520 B1 28 20 3A 04 F0 57 1E =668
61528 00 B7 28 02 1E FF B7 CD =898
61536 77 F0 B7 28 0E 15 20 F6 =895
61544 CB 2B CD 77 F0 3A 04 F0 =1112
61552 57 18 EB DD E1 FB C9 C5 =1441
61560 D5 D9 11 00 00 0E 00 CB =664
61568 11 D9 3A 48 5C CB 3F CB =925
61576 3F CB 3F E6 07 08 DD 2A =837
61584 0C F0 DD 66 00 DD 6E 01 =907
61592 7C B5 28 52 CD 00 F1 2A =928
61600 00 F0 DD 7E 00 DD 86 02 =944
61608 DD 77 00 BC 30 37 BD 38 =876
61616 34 DD AE 01 E6 08 20 06 =727
61624 08 D3 FE EE 18 08 2A 02 =787
61632 F0 DD 7E 01 DD 86 03 DD =1167
61640 77 01 BC 30 18 BD 38 15 =646
61648 DD 66 00 DD 6E 01 CD 0D =873
61656 F1 D9 DD 7E 03 81 DD 77 =1277
61664 03 13 D9 18 0E AF DD 77 =792
61672 00 DD 77 01 18 05 3E 08 =440
61680 3D 20 FD 11 04 00 DD 19 =613
61688 0B 3A 09 F0 B7 28 03 3D =605
61696 10 FB 79 B0 20 8C D9 7A =1083
61704 B3 D9 D1 C1 C9 CD 1A F1 =1471
61712 AE 77 C9 D5 CD 1A F1 D1 =1308
61720 A6 C9 54 5C 26 F9 29 7E =997
61728 23 66 CB 3B CB 3B CB 3B =923
61736 83 6F 7A E6 07 F6 80 5F =1070
61744 16 F3 1A C9 D5 ED 5B 0A =1043
61752 F0 2A 0E F0 7C AD 6F 7C =1068
61760 8D 26 05 AE 67 22 0E F0 =749
61768 A2 93 67 7D A2 93 6F B4 =1137
61776 28 E7 D1 C9 00 00 00 00 =681
61784 00 00 00 00 00 00 00 00 =0
61792 00 00 00 00 00 00 00 00 =0
61800 00 00 00 00 00 00 00 00 =0
61808 00 00 00 00 00 00 00 00 =0
61816 00 00 00 00 00 00 00 00 =0
61824 00 00 00 00 00 00 00 00 =0
61832 00 00 00 00 00 00 00 00 =0
61840 00 00 00 00 00 00 00 00 =0
61848 00 00 00 00 00 00 00 00 =0
61856 00 00 00 00 00 00 00 00 =0
61864 00 00 00 00 00 00 00 00 =0
61872 00 00 00 00 00 00 00 00 =0
61880 00 00 00 00 00 00 00 00 =0
61888 00 00 00 00 00 00 00 00 =0
61896 00 00 00 00 00 00 00 00 =0
61904 00 00 00 00 00 00 00 00 =0
61912 00 00 00 00 00 00 00 00 =0
61920 00 00 00 00 00 00 00 00 =0
61928 00 00 00 00 00 00 00 00 =0
61936 00 00 00 00 00 00 00 00 =0
61944 00 00 00 00 00 00 00 00 =0
61952 00 40 00 41 00 42 00 43 =262
61960 00 44 00 45 00 46 00 47 =278
61968 20 40 20 41 20 42 20 43 =390
61976 20 44 20 45 20 46 20 47 =406
61984 40 40 40 41 40 42 40 43 =518
61992 40 44 40 45 40 46 40 47 =534
62000 60 40 60 41 60 42 60 43 =646
62008 60 44 60 45 60 46 60 47 =662
62016 80 40 80 41 80 42 80 43 =774
62024 80 44 80 45 80 46 80 47 =790
62032 A0 40 A0 41 A0 42 A0 43 =902
62040 A0 44 A0 45 A0 46 A0 47 =918
62048 C0 40 C0 41 C0 42 C0 43 =1030
62056 C0 44 C0 45 C0 45 C0 47 =1046
62064 E0 40 E0 41 E0 42 E0 43 =1158
62072 E0 44 E0 45 E0 46 E0 47 =1174
62080 00 48 00 49 00 4A 00 4B =294
62088 00 4C 00 4D 00 4E 00 4F =310
62096 20 48 20 49 20 4A 20 4B =422
62104 20 4C 20 4D 20 4E 20 4F =438
62112 40 48 40 49 40 4A 40 4B =550
62120 40 4C 40 4D 40 4E 40 4F =566
62128 60 48 60 49 60 4A 60 4B =678
62136 60 4C 60 4D 60 4E 60 4F =694
62144 80 48 80 49 80 4A 80 4B =806
62152 80 4C 80 4D 80 4E 80 4F =822
62160 A0 48 A0 49 A0 4A A0 4B =934
62168 A0 4C A0 4D A0 4E A0 4F =950
62176 C0 48 C0 49 C0 4A C0 4B =1062
62184 C0 4C C0 4D C0 4E C0 4F =1078
62192 E0 48 E0 49 E0 4A E0 4B =1190
62200 E0 4C E0 4D E0 4E E0 4F =1206
62208 00 50 00 51 00 52 00 53 =326
62216 00 54 00 55 00 56 00 57 =342
62224 20 50 20 51 20 52 20 53 =454
62232 20 54 20 55 20 56 20 57 =470
62240 40 50 40 51 40 52 40 53 =582
62248 40 54 40 55 40 56 40 57 =598
62256 60 50 60 51 60 52 60 53 =710
62264 60 54 60 55 60 56 60 57 =726
62272 80 50 80 51 80 52 80 53 =838
62280 80 54 80 55 80 56 80 57 =854
62288 A0 50 A0 51 A0 52 A0 53 =966
62296 A0 54 A0 55 A0 56 A0 57 =982
62304 C0 50 C0 51 C0 52 C0 53 =1094
62312 C0 54 C0 55 C0 56 C0 57 =1110
62320 E0 50 E0 51 E0 52 E0 53 =1222
62328 E0 54 E0 55 E0 56 E0 57 =1238
62336 80 40 20 10 08 04 02 01 =255
62344 00 3C 42 40 4E 42 3C 00 =394
62352 00 00 00 00 00 00 00 00 =0
STOP
```

Byeee!

Well that's it for yet another month. Next issue you can look forward to a Star-Tip, some more snazzy border effects, a background scroller and... well you'll just have to wait and see. In the meantime, however, if you feel like running the risk of winning £50 for your best programming effect then drop me a line at Program Pitstop, *YS*, 14 Rathbone Place, London, W1P 1DE. Until then, happy programming.

IT'S A DATE!



Don't be a dork! Reserve your copy of *YS* today! Simply fill in the coupon and hand it to your newsagent! S'easy!

YOUR SINCLAIR

Dear Mr/Mrs/'Ms' Newsagent,
Please, please, please reserve me a copy of *Your Sinclair* magazine every month starting from

.. month.

Name..

Address...

..

.... Postcode...........................

Parent's signature (if you're under 16)

..

HARDWARE

RAGE HARD!

As the release of the SAM computer from Miles Gordon Technology draws nearer, *Phil South* reports on the shape of things to come.

It's not every day that a new computer is launched. And a new computer which is not only state of the art, but also uses old Spectrum software to boot. But now the much publicised SAM is upon us. It's only been about a year since it was a just a gleam in Miles Gordon Technology's corporate eyes and to be perfectly honest I was sceptical about it ever surmounting its chip problems and getting the darn thing out the door. But in spite of me, MGT seems to be on the last lap, and running strongly for the tape.

Who?

SAM isn't a one off computer. The SAM range is to be a whole dynasty of computers, with the first one being the Coupe. The range has been designed by Bruce Gordon, the softly spoken Scot behind the Disciple and Plus D disk interfaces, *and* the wacky TwoFace we reviewed a few issues ago. Bruce has been working on the idea for about two years now, and hopefully in the next few months we'll all be able to benefit from the fruits of his labour. Japanese chip giant Fujitsu is producing the customised chips for the SAM. It started apparently with Bruce's prototype containing 138 chips and miniaturised it into a single custom ULA! Fiendishly clever, these Japanese. The casing has been designed by the Nick Holland Design Group recommended by the Design Council for the quality of its design skills. And as for the internal software, the guts of the SAM's operating system ROM, is being designed by Dr Andy Wright, the writer of BetaBasic. His job is "to spend 24 hours a day making the SAM a pleasure to use." Beta him than me!

What?

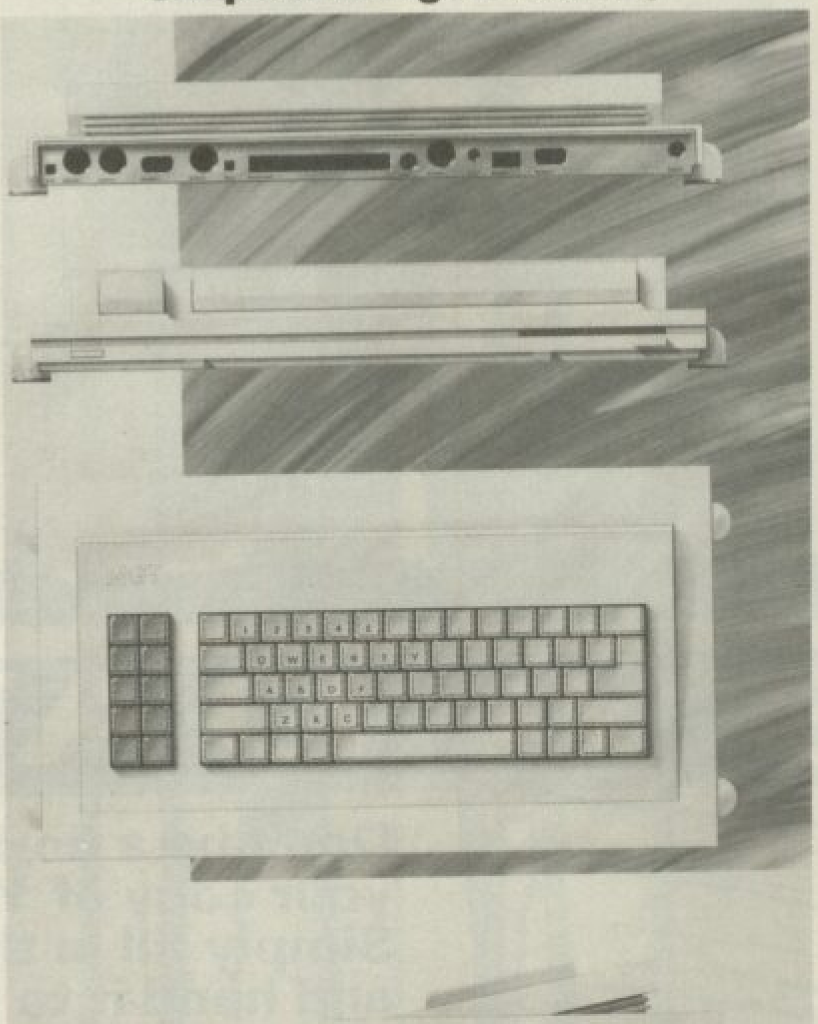
The SAM's specification was clearly defined from the outset. It had to be cheap to buy, around £150, and cheap to run so as to be affordable to you school bods who only get piddly pocket money. The technical spec had to be high, with MIDI, 80 column screen and industry standard hi-res multicoloured graphics. The sound chip had to be worthy of music and not just sound effects. It was also said that it should be possible to upgrade the machine, thus allowing the user to bolt on more devices as they become affordable or available. (This is generally called having an 'open architecture' ya?) Plus the design of the machine was aimed to appeal to kids and their parents alike, truly a computer for all people. The power of a business computer, but the ease of use and fun of a games console.

A pretty tall order in anyone's books, but improbably MGT seems to have drawn all these elements together in the prototype SAM and in the soon to be finished entry level, SAM Coupe.

How?

The design MGT has ended up with is an entry level device, onto which other more advanced features can be added. The features are aimed at keeping the cost of ownership as low as the user wants it to be. So any prospective buyer of a SAM system can determine his own level of sophistication and how much money he wants to spend on it.

The external details first. The keyboard is a 71 key membrane type (Oh dear, why can't people put proper keyboards on things any more! Sob!)



Working For Uncle Sam At Last!

with ten function keys. The angle of the keyboard is 11 degrees, (port, slurp,) and is set back a bit from the front of the machine to provide a hand rest for the heels of your hands. Pity more firms don't think of this, 'cos if you're an enthusiastic user you can get serious wrist aggro.

The basic machine works from cassettes loaded from an ordinary cassette player, not unlike our chum the Speccy. But users will be able to slot one or two 3.5" disk drives into the machine. The drives have been described as the latest technology from Citizen, and are barely larger than the disk itself, allowing them to be slotted at the front of the machine under the keyboard. Now that I'd like to see! The DOS is of course very similar to that used in the Plus D. So this means that disks for the Plus D should work in the new machine!

For displays you have a choice of TV, or composite or RGB video outlets. A low cost colour monitor is also planned for launch around the same time as the computer.

The Coupe has ports for not only mouse and joystick, but also for a lightpen. This addition carries the implication of more serious uses for the machine other then home or small business. Graphics would seem to be a priority. Music seems to be high on the list too, as the MIDI IN and OUT ports make it good for musical applications, which ought to give the ST a run for its money in pro music production. The MIDI ports have a more routine use in the maintenance of the SAM networking capability.

Also on offer is a printer and a cable with an inbuilt interface. The interface will probably cost around £10 to allow connection to MGT's, and any other, Centronics compatible printer. Although there is a serial port, or RS232, it's one of the DIN plug type, like the MIDI ports, rather than the more common edge connector or 25 way D plug. But MGT isn't trying to edge out the standard peripherals however. The good news is that the ones that Sinclair users have will be attachable using special adapters.

Finally on the physical side, there's a pair of manuals, one for the new "plug'n'go" user and another one for more advanced programmers.

A peek under the hood reveals some startling new facilities, previously closed to eight bit computers. The rationale behind staying with eight rather than 16-bit is simple. The cost of developing 16-bit stuff, and staying faithful to the remaining eight bit users. The latter reason is most important from my point of view. At the heart of the Coupe is the custom SAM ULA. Because all the really hard work is done by this chip, there are only a total of seven other chips on the motherboard, making the SAM easy to produce and cheap to repair. The main processor is a standard Z80B, which means that people who know the Z80 aren't excluded from programming for the new machine. No new mnemonics to learn! The RAM in the basic machine is a hefty 256K, expandable by a slot-in cartridge to 512K, the current industry standard. The sound chip is a six channel job, meaning that sound effects and music can be played simultaneously, and speech synthesis wouldn't be out of the question either. The sound goes through the TV or monitor speaker. The operating language will like as not be BetaBasic, especially as Dr Wright is writing it!

But what everybody really wants to know is . . . what about resolution and colour? Well, there's a choice of four screen modes. Mode One allows most existing software to be run, allowing two colours per 8 × 8 pixel character block and bright and flash. Spectrum mode, in other words. So now let's change gear into Mode Two. This allows 8 × 1 colour res, letting you choose a new colour for every horizontal line. Like the effects in Hewson or Gremlin games of late. Both Modes One and Two limit you to the Spectrum standard 32 × 24 screen. But Mode Three kicks in the 80 column mode, suitable for business applications. The choice of paper colour auto-selects the ink colour. Finally, to move into top gear Mode Four, you have a 512 × 192 screen, with a different colour for EACH PIXEL on the screen! Think of the art applications. (And all this for £150, we must be dreaming!) At all times the user will be able to select from a palette of 64 colours. Phew! Excuse me while I change my underpants.

When, when, when?

Okay, so like me you're slavering to get your hands on a Coupe. Let's take a look at the schedule. I should be getting a review copy of the machine some time this month, and happily you should only have to wait until May to actually buy one. That's pretty good eh? I trust you'll join with me in wishing MGT the very best of luck with the SAM, and let's hope there's no delays with this MAMMOTH project.

At last the real McCoy

FOOTBALL DIRECTOR

SPECTRUM 48/128K
COMMODORE 64, BBC
AMSTRAD 464 (NOT 6128)

£9.99

THE MOST REALISTIC FOOTBALL STRATEGY GAME YOU CAN BUY

AVAILABLE FROM ALL LEADING RETAILERS

FEATURES

Four Leagues. Twenty Teams Each. Thirty Eight Game Season. Home & Away. FA / League Cup. Replays. European Cup. UEFA Cup. Cup Winners Cup. Two Legs. Aggregate. Penalties. Insurance. Ground Improvements.

Players Morale. Field Position. Conceded. Played. Fixture List. Scouts. Scored. Coach. Skill. PWLDFA Points. Physio. Youth Team. Sendings Off. Substitutions. Postponements. Midweek Games. Injuries. Free Transfers. Transfer Market. Buy / Sell Shares. Retirements.

MASTERS OF STRATEGY

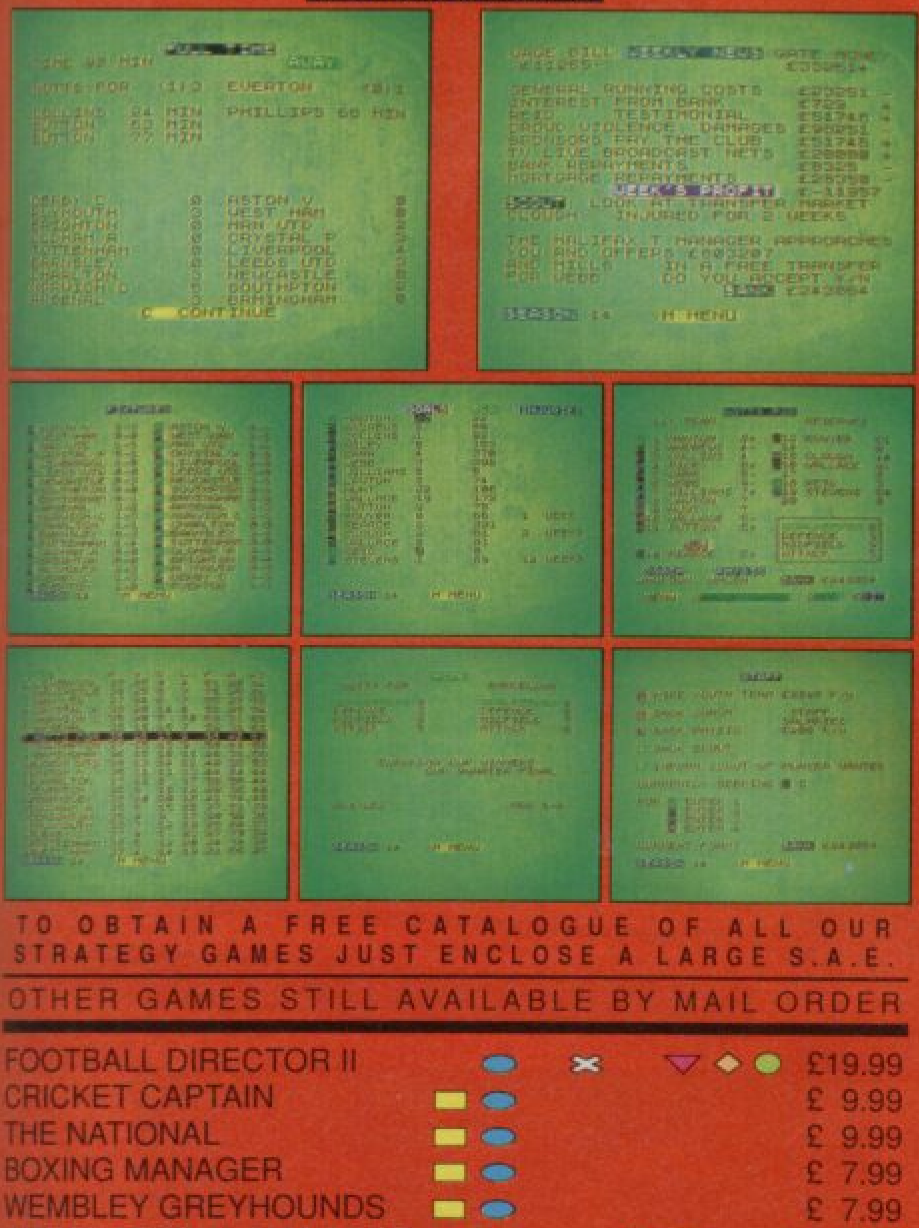
D & H GAMES CANNOT GUARANTEE ALL FEATURES ARE ON ALL VERSIONS

Internationals. European Tours. Three Levels. Manager Ratings. Eight Reserves. Promotion. Relegations. Weekly News. Borrowing. Mortgage. Save Game. Interest Tax. Sponsors. Full Results. Season Tickets. Next Game. Gate Money.

Season Counter. Crowd Violence. Wages. Manager Approaches. Testimonials. Weeks Profit. Name Editor. Team Editor. LMTG Counter. League Titles. Sackings. Extra Training.

+ Much More

SPECTRUM SCREENSHOTS



TO OBTAIN A FREE CATALOGUE OF ALL OUR STRATEGY GAMES JUST ENCLOSE A LARGE S.A.E.

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

	Spectrum 48K	Spectrum 128K	Commodore 64	IBM	Amstrad CPC 464	Amstrad CPC 6128	Atari ST	Amiga	Price
FOOTBALL DIRECTOR II		●		●		●	●	●	£19.99
CRICKET CAPTAIN	●	●							£ 9.99
THE NATIONAL	●	●							£ 9.99
BOXING MANAGER	●	●							£ 7.99
WEMBLEY GREYHOUNDS	●	●							£ 7.99
INTERNATIONAL MANAGER	●	●			●	●			£ 7.99
2 PLAYER SUPER LEAGUE	●	●							£ 7.99
RECORDS FILE	●	●	●					●	£ 3.99

SPECTRUM 48K ▬ SPECTRUM 128K ⬭ COMMODORE 64 ▮ IBM ✕
AMSTRAD CPC 464 ▲ AMSTRAD CPC 6128 ▼ ATARI ST ◆ AMIGA ●

PLAYING TIPS FOR ALL OUR GAMES £1.00

Cheque/P.O. made out to D & H Games plus a large S.A.E. with 25p stamp attached. Please state clearly which game or games you require & for which computer. Also write your name & address on the reverse side of any cheques. Overseas orders please include £1.50 Postage & Packaging.

D&H GAMES

DEPTYS, 19 Melne Road, Stevenage, Herts SG2 8LL ENGLAND

☎ (0438) 728042

AT £9.95* WE'RE REALLY TALKING!

FREE MODEM with annual subscription

Turn your computer into a communications terminal that will download free software, access up-to-the minute computing information, play exciting multi-user games and talk to other people for only £9.95. Just join Micronet* before March 31st 1989 and you'll discover a whole new world for less than half the normal price.



FREE SOFTWARE Browse through an extensive software library of free programs for all popular machines, including PC compatibles, the ST and Amiga.

COMMUNICATIONS Use your computer to communicate with thousands of other users. With electronic mail, chatlines and teleconferencing, Micronet lets you do the talking.





INFORMATION Stay informed with Micronet's daily computer news, reviews and features, and then access the huge Prestel database.

ENTERTAINMENT Play a range of games, including the popular multi-user game, Shades, where the action is live and so are your opponents!



LOW COST

Now, not only is your first quarter's membership to Micronet less than half price, but using Micronet starts at just 50p an hour, including telephone charges! And if you need a modem, we'll even give you one free when you take out a year's subscription.

FREE DEMONSTRATION

If you have access to a modem (1200/75 baud) and viewdata communications software you can see a free demonstration of Micronet. Just Dial 021-618 1111 and use the ID 4444444444 and password 4444.

You can look up a local telephone number once on-line.

Just phone our Sales Desk on 01-837 7872 or clip the coupon today for more information and a free brochure.

Join Micronet, and get talking!

Return to: Micronet, Telemap Group Ltd, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Name: ______

Address: ______

Tel. No.: ______ Age: ______

Machine Type: ______

YS/SH/3.89

MICRONET

* Price includes 1st quarter residential subscription by direct debit only (normally £20) and does not include hardware or software. Minimum subscription period 1 year. Offer available only in the UK to new members. Free modem offer available to first time UK subscribers while stocks last.

And where does *Ciarán Brennan* spend his Valentines days? Down in the arcade having...

S·L·O·T·S O·F FUN

The length of time that it takes for software houses to grab the licences to new arcade releases is getting shorter all the time. The reason I mention this is that I've just heard that Mediagenic has secured the rights to *Power Drift*, a game which has been in the arcades for barely a month at this stage. It looks as though the race to snap up the hottest arcade licences is getting even tougher.

However, it also looks as though coin-ops may soon become even harder to convert to home micros in the near future, if the large format arcade consoles which were unveiled at a recent Japanese trade show take off. Although this may mean bad news for Spectrum owners, it can only be good for arcade addicts, as the new sized screens have a massive potential for displaying even better and more playable games.

Whatever happens, 1989 is going to be a significant year in arcade terms, so let's kick it off with a real cracker...

CIARAN'S CORKY COIN-OP YUKIWO

Somewhere in the 1990s, the world has been through the holocaust and ended up a rather different place. A new order has sprung up and taken control, but at least one person has decided that this new regime is not to his liking. That person is Yukiwo — the toughest motorcyclist the world has ever known.

To escape from the clutches of the Earth's new rulers, Yukiwo drives along a blisteringly-paced scrolling landscape, fending off attacks from all sides. Ground-based fortresses (both mobile and static), swarms of aircraft and masses of foot soldiers combine to shower a deadly rain on the advancing hero.

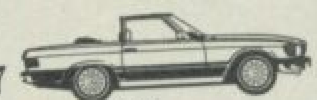
Yukiwo has a choice of two weapons to hit back with: a short-range cannon for the ground based obstacles and a long-range laser for the aerial attackers. These are activated by the left and right fire buttons and are replenished en-route by collecting lettered icons.

Sounds pretty average so far, huh? Well it ain't, it's one of the fastest and most addictive shoot 'em-ups in ages — even without lots of fancy gimmicks and add-ons. The choice of weaponry adds a touch of strategy, while the graphics create a real sense of urgency (or panic — whichever way you look at it).

Definitely smarter than your average scroller.







Convertibility Factor: 7
Vroooooooooooooooooooooooommmmmm!!!!!

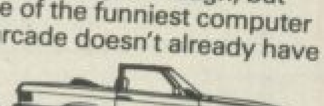
HARD HEAD

Move over *Super Mario Brothers*, the *Hard Head* twins have hit town in Suna's 'tribute' to Nintendo's classic. I could go on for a bit about the scenario and gameplay, but there's no point, as it's almost exactly the same as the aforementioned *Bros* — one or two players romp along a left to right scrolling platformed landscape, bashing things with their heads and collecting goodies along the way.

There's 16 levels of this mayhem to be negotiated, with a whole host of cute little monsters and ducks to be disposed of — and a few that aren't so cute too. The characters are controlled by a joystick and two button set-up, with the right button used to operate the bubble gun (enemies aren't killed — they're just swallowed up in bubbles and left to float off the screen) while the left controls the jumping.

A football has to be found and kicked into a goal at the end of each level (rather like the flag that had to be dropped in SMB), before the door opens and a new bag of tricks is uncovered.

It would be silly to deny that *Hard Head* is a good laugh, but then again it's exactly the same as one of the funniest computer games ever. Give it a go if your local arcade doesn't already have *Super Mario Brothers*.



Convertibility factor: 8
Boldly going where brothers have already been.



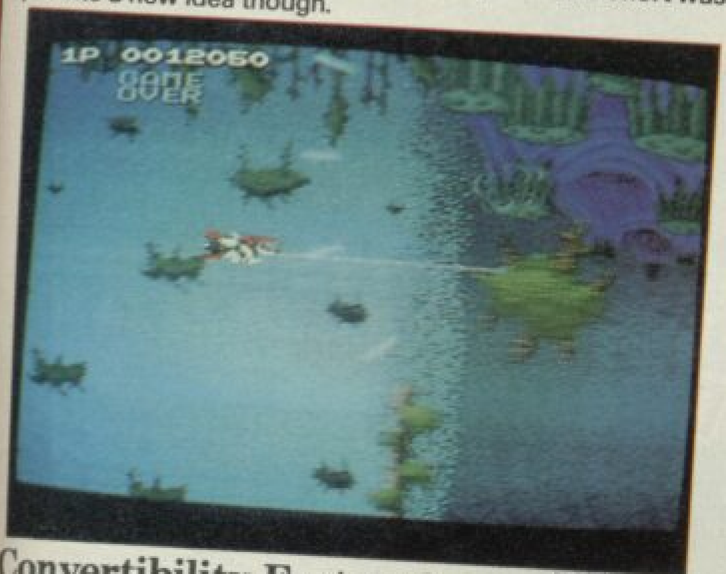
HEAVY UNIT

R-Type has spawned more clones than any recent coin-op that I can think of, with most of them measuring up pretty poorly in the playability stakes; being either unplayably hard or easy to the point of boredom. Kaneko's *Heavy Unit* however is an exception.

A transformer type hero replaces *R-Type's* space craft, negotiating a left to right scrolling cavern — and later a similar above ground backdrop. The industrial background is matched by the mechanical opposition and the trundling pace of the scrolling.

The usual speed and armoury add ons are available — and it's vital that these are picked up early as the going is tough right from the start. Fortunately the collision detection is a bit iffy, as some of the obstacles that appear from the side walls would be impossible to pass if it was any better.

If you're looking for an alternative progressive shoot 'em-up to *R-Type* then this is a pretty good bet. Pity all of this effort wasn't put into a new idea though.



Convertibility Factor: 8
A nice example of the 'Type'.







FIGHTING HAWK

The ghost of *Flying Shark* comes scrolling along the screen of this one or two player release from Taito. In fact this average shoot 'em up has so much in common with old Sharkie that it's a mystery why it was ever released in the first place.

A twin fuselage fighter-bomber flies along a top to bottom scrolling jungle scene, destroying tanks, boats and opposing aircraft along the way. The standard cannon is upgradeable by use of numbered tokens, while medal tokens deliver extra points.

Although there is only one long scene to be covered, it is broken into sections by the regular appearance of 'supertanks'. This machine is heavily armoured, only succumbing to a fairly well-equipped craft or one of the five smart bombs.

Fighting Hawk is smooth, if a little slow, with well defined sprites and sharp detailed backgrounds. The sound and gameplay can't be faulted — but the lack of originality certainly can. This game takes plagiarism to new heights and is definitely one to be crossed off the list.

Convertibility Factor: 8
Why bother? You probably already have it.



THE LAST APOSTLE PUPPET SHOW

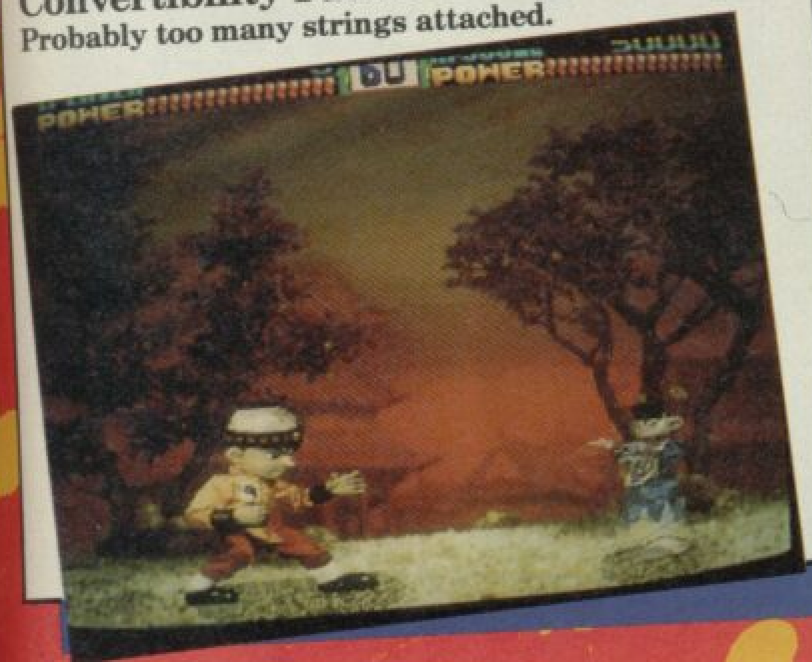
Take a couple of characters that look as though they should come from a Chinese version of *The Magic Roundabout*, mix them up with a fighting style taken from *Big Trouble In Little China*, add a little digitised shouting and you end up with this extraordinary creation from Homedata.

Once again you're the hero, but this time with a little difference. Taking control of a massive puppet-style character, you soon realise that for once the odds are stacked in the opposition's favour — for although your initial opponent is a little smaller than you, he is equipped with a couple of distinct advantages... the ability to fly for one, and the power to remove your head with a single chop.

This puppet show is quite entertaining and it does have some redeeming features — such as the main character hopping about and clutching his knee after he's been hit — but ultimately the limited range of fighting moves makes it too difficult to be worth bothering with. It's definitely worth looking at... but don't bother trying to play it.



Convertibility Factor: 3
Probably too many strings attached.



ARCADE NEWS

Fancy a game that combines the destruction of *Operation Wolf* with the speed and exhilaration of *Afterburner*? Well that's exactly what's on offer from a mysterious new product that's currently being tested by one of London's leading distributors.

Although we can't yet reveal the game's name, we can say that the cabinet will house TWO Uzis — with the gameplay switching from level to level between *Op Wolf* style guerilla war and *Afterburner/OutRun* 3D. More news as we get it.

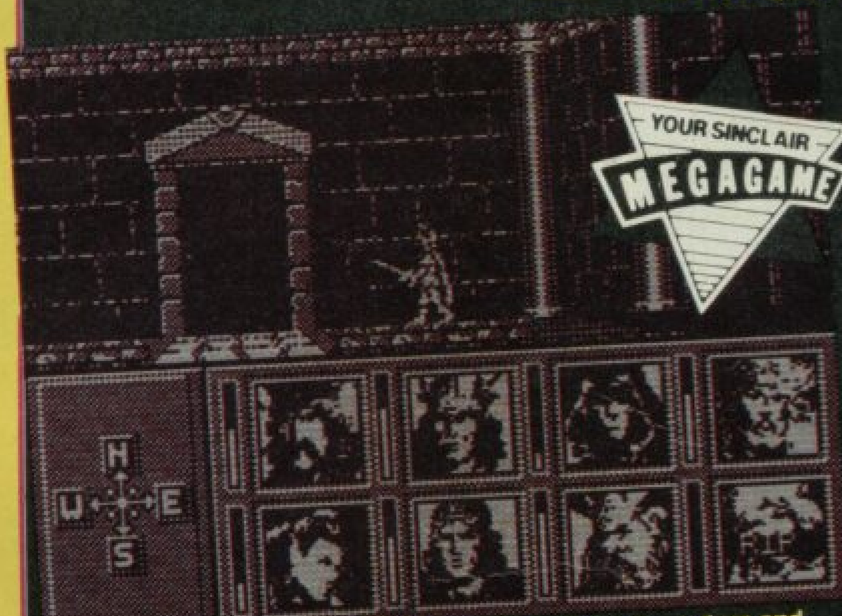
Another release to look forward to in the near future is Irem's *Image Fighter*, a top to bottom high-speed scroller. This comes with a high difficulty factor — especially as the power up icons are hidden in some of the most inaccessible places ever. Expect a massive addiction factor from this baby.

SCREEN SHOTS

PART TWO



Here is the main action screen, containing the combat window, and the piccies of your team. Ugly bunch, aren't they? Well, except for the fruity young wench over yonder . . . hey doll, how's it going . . ? THWAK!



The Main Menu contains access points to other characters and their attributes, allowing you to check their fitness for certain tasks. Magic users are vital to the party's success in gaining access to the Disks of Mishakal.

ADVANCED DUNGEONS & DRAGONS

HEROES OF THE LANCE

US Gold/£9.99 cass/£14.99 disk

Phil Now this is what I call a BIG game. Imagine, if you will, a sort of *Gauntlet*, only played from side to side instead of from above, and populate it with eight characters instead of four. Now you've got it! I have to say I'm impressed by the quality of the programming which put this game together. The graphics are amazing! A bit lacking in the old sound department, but looking at the characters diving around on the screen, I don't suppose there was any code space left!

You are one of a party of adventurers on the world of Krynn, a world designed by Dungeon Masters who wanted more dragons in their RPGing. You are fighting to protect Krynn from domination by the wicked Takhisis, Queen of Darkness. (Coo!) Can you retrieve the Disks of Mishakal from the lair of Khisanth, deep in the ruins of Xak Tsaroth? Can you even spell it? And who's going to untie your tongue after saying all that?

AD&D is one of the most popular, and oldest, role playing games around, and its devotees outnumber even those not-so-cunningly disguised Brossettes. So, it was only a matter of time before the game was turned into a computerised version, and now SSI and US Gold have done it. So how has the old game fared?

AD&D was a multiplayer game. The computer version, although having eight characters to play, plays them all through the one player. The swiftness of the switching between characters puts paid to any joystick switching between players. So you can't use the game as a replacement for *AD&D* (as if you could). But it does have the complexity of a game of *AD&D*, if you play it properly.

The basic part of the game puts you on the screen as the first character in the party. This is the first face on the left of the top row on screen. Hitting the space bar brings up the Main Menu screen, and this is what separates *AD&D* from any other old pick 'em up. You can check on a character's capabilities and make sure he or she is up to the tasks in hand, like combat or magic. Magic users can cast spells, as long as they're on the top row of the main screen. For users of staffs, depending on who wields them, spells include Charm, Sleep, Magic Missile, Web, Detect Magic, Detect Invisible, Final Strike, Burning Hands, Cure Light Wounds, Protection From Evil, Find Traps, Hold Person, Spiritual Hammer, Prayer, Cure Critical Wounds, Raise Dead, and Deflect Dragon Breath. Phew! This gigantic reel of spells gives you a particularly sharp look at how in depth this game is.

How do you play though? Just charging around like in an arcade adventure will get all your characters killed very quickly. Careful mapping and utilisation of spells and charms is needed if you're to survive longer than a few yards in the dangerous world of Krynn. And it's worth waiting to see the dragons . . . or not, depending on whether you beat them or end up as a crisp little twirl on the flagstones!

AD&D is a mammoth game, and represents stupendous value for money, especially if you like your games with a bit of strategy and lots of action.

YS CLAPOMETER

Blockbusting conversion of popular RPG with heaps of dragon-slaying action. Lots to get your teeth into. Groooooowwwlll!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9



YS Seal Of Approval
All games reviewed in Screenshots are finished products.

WORLDWIDE SOFTWARE
1 Bridge Street
Galashiels TD1 1SW

CREDIT CARD ORDER TELEPHONE LINE

NORTH
SCOTLAND
N. IRELAND
OVERSEAS

0896 57004

WORLDWIDE ·SOFTWARE·

VISA

WORLDWIDE SOFTWARE
49 Stoney Street
Nottingham NG1 1LX

CREDIT CARD ORDER TELEPHONE LINE

SOUTH
MIDLANDS
WALES

0602 480779

FOR IMMEDIATE DELIVERY

AMSTRAD NLQ COMP MODEL 2160 FOR SPECTRUM +2 AND +3
INCLUDES CONNECTING CABLES **ONLY £149.99**

ALL PRICES INCLUDE VAT AND DELIVERY IN THE UK

CITIZEN 120D DOT MATRIX NLQ PRINTER FOR SPECTRUM +2 AND SPECTRUM +3
INCLUDES CONNECTING CABLES **ONLY £147.99**

FOR IMMEDIATE DELIVERY

AMSTRAD NLQ PRINTER MODEL 3250di FOR SPECTRUM +2 AND SPECTRUM +3
INCLUDES CONNECTING CABLES **ONLY £189.95**

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS COMPILATIONS

TAITO COIN-OP HITS	GAME SET & MATCH II	OCEAN COMPILATION	HEWSON FOUR SMASH HITS	KONAMI ARCADE COLLECTION
CASS 9.00 DISK 13.50	CASS 9.00 DISK 13.50	CASS 9.00 DISK 13.50	CASS 7.99 DISK 11.99	CASS 7.25 DISK 13.50
LIVE AMMO	**MAGNIFICENT SEVEN**	**WE ARE THE CHAMPIONS**	**GOLD SILVER BRONZE**	**COMMAND PERFORMANCE**
CASS 6.99 DISK 10.50	CASS 6.99 DISK 13.50	CASS 6.99 DISK 13.50	CASS 9.99 DISK 11.99	CASS 9.99 DISK 14.99
SUPREME CHALLENGE	**GIANTS**	**TOP TEN COLLECTION**	**LEADERBOARD COLLECTION**	**HISTORY IN THE MAKING**
CASS 9.00 DISK 13.25	CASS 11.99 DISK 14.99	CASS 7.99 DISK 9.99	CASS 11.99 DISK 14.99	CASS 19.99

EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL

LARGE VARIETY OF EDUCATIONAL SOFTWARE NOW AVAILABLE FOR 3 TO 15 YEAR OLD — SEND SAE FOR CATALOGUE BY RETURN

FAST DELIVERY OF ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK
SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLDWIDE

CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL

CREDIT CARD ORDER TELEPHONE 0896 57004
CREDIT CARD ORDER TELEPHONE 0602 480779

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

	Cass	Disk
1943 BATTLE OF MIDWAY	6.99	9.99
4 X 4 OFF ROAD RACING	6.99	—
AFTERBURNER	6.99	10.85
AIRBORNE RANGER	7.25	10.85
ALIEN SYNDROME	6.55	10.50
ARTIST 2	10.85	14.95
ARTURA	6.55	9.99
BARDS TALE	7.99	11.99
BATMAN	6.55	10.85
BIONIC COMMANDOS	6.99	9.99
BLACK TIGER	6.99	9.99
BUGGY BOY	5.95	10.50
BUTCHER HILL	6.55	9.99
CARRIER COMMAND	10.85	11.45
CIRCUS GAMES	6.55	—
COLOSSUS CHESS 4	7.99	11.99
CORRUPTION	—	9.99
CYBERNOID II	6.55	9.99
D. THOMSON OLYMPIC CHALL.	6.99	10.50
DARK FUSION	6.55	9.99
DELUXE SCRABBLE (128K)	7.99	11.99
DOUBLE DRAGON	6.55	—
DRAGON NINJA	6.55	10.85
ECHELON	7.99	9.99
EMLYN HUGHES INTER. SOCCER	7.25	11.20
EMPIRE STRIKES BACK	7.25	10.50
EXPLODING FIST +	5.95	—
F15 STRIKE EAGLE	7.25	—
FERNANDEZ MUST DIE	6.55	9.45
FINAL ASSAULT	7.99	11.99
FISTS 'N' THROTTLES	9.45	—
FOOTBALL DIRECTOR II (128K)	14.95	14.95
FOOTBALL MANAGER II	6.99	10.95
FOOTBALL MANAGER	2.99	7.25
FOXX FIGHTS BACK	6.55	9.75
FRANK BRUNOS BIG BOX	9.45	13.50
GI HERO	5.95	—
GAMES: SUMMER EDITION	6.99	9.99
GAMES: WINTER EDITION	6.99	9.99
GARY LINEKERS HOT SHOT	6.55	9.99
GARY LINEKERS SUPERSKILLS	6.55	9.99
GUERILLA WAR	6.55	10.50
GUILD OF THIEVES	—	11.99
GUNSHIP	7.25	10.50
IKARI WARRIORS	6.55	9.00
INTENSITY	5.95	9.00
KARATE ACE	9.99	—
KONAMI COIN OPS	6.99	—
LANCELOT	10.85	14.95
LASER SQUAD	7.25	—
LED STORM	6.99	9.99
LIVE AND LET DIE	7.25	10.50
MATCHDAY II	5.95	10.50
MICKEY MOUSE	6.55	9.99

	Cass	Disk
MINDFIGHTER	10.85	—
MOTOR MASSACRE	6.55	9.99
NIGHT RAIDER	7.99	9.99
NINETEEN BOOT CAMP	6.99	—
OOPS	6.55	—
OPERATION WOLF	6.55	10.50
OUTRUN	6.99	9.99
OVERLANDER	5.95	9.00
PACMANIA	6.55	—
PETER BEARDSLEY FOOTBALL	6.50	—
PLATOON	6.99	10.50
PRO SOCCER SIMULATOR	6.55	9.00
PROJECT STEALTH FIGHTER	7.25	10.85
R-TYPE	6.99	—
RAMBO III	6.55	10.50
RETURN OF THE JEDI	6.99	10.50
ROBOCOP	6.55	10.50
ROY OF THE ROVERS	6.55	9.99
SALAMANDER	5.95	10.50
SAMURAI WARRIOR	5.95	9.00
SAVAGE	5.95	—
SDI	6.99	—
SHOOT OUT	6.99	11.99
SILENT SERVICE	6.99	—
SPITFIRE 40	7.25	—
SPITTING IMAGE	6.99	10.50
STAR WARS	7.25	10.50
STRIKE FORCE HARRIER	7.25	—
STRIP POKER II	5.95	—
SUPERMAN	6.55	10.50
SUPERSPORTS	6.55	9.99
TECHNO COP	6.55	9.99
THE BOBBY YAZZ SHOW	5.95	—
THE DEEP	6.99	9.99
THE PAWN (128K)	10.85	11.99
THUNDER BLADE	6.99	9.99
TIGER ROAD	6.99	9.99
TIME AND MAGIK	10.50	10.50
TOMAHAWK	7.25	10.50
TOTAL ECLIPSE	6.99	10.50
TRACK SUIT MANAGER	6.99	—
TRIV PURSUITS GENIUS EDITION	10.88	—
TRIV PURSUITS NEW BEGINNING	10.85	—
TRIV PURSUITS YOUNG EDITION	10.85	—
TURBO COP	6.99	10.50
TWENTY CHARTBUSTERS	7.25	—
TYPHOON	5.95	10.95
UNTOUCHABLES	6.55	10.50
VICTORY ROAD	5.95	10.50
VINDICATOR	5.95	10.50
VIRUS	5.95	9.00
WEC LE MANS	6.55	10.50
WHERE TIME STOOD STILL 128K	5.95	10.50
WINTER OLYMPIAD 88	5.95	9.00

WARGAMES/STRATEGY	Cass
ANALS OF ROME	10.45
ARNHEM	6.99
BATTLE OF BRITAIN	4.99
BATTLEFIELD GERMANY	10.45
BISMARK	7.99
BLITZKRIEG	7.99
CONFLICTS 2	6.55
CONFLICTS	10.45
DESERT RATS	7.99
GALLIPOLI	6.99
NAPOLEON AT WAR	6.99
OVERLORD (Disk 9.99)	7.99
PEGASUS BRIDGE	10.45
SORCERER LORD	10.45
STALINGRAD (Disk 9.99)	7.99
THEATRE EUROPE	4.99
VULCAN	7.99
YANKEE	7.99
ZULU WAR	6.99
JOYSTICKS	
CHEETAH 125 +	6.95
CHEETAH MACH 1 PLUS	12.95
COMPETITION PRO 5000	12.95
COMPETITION PRO 5000 CLEAR	13.95
COMPETITION PRO 5000 EXTRA	14.95
CRUISER	8.99
+2/+3 JOYSTICK ADAPTOR	4.99
+3 CASSETTE LEAD	4.99
KONIX SPEEDKING	10.99
KONIX SPEEDKING + AUTOFIRE	11.99
RAM DELTA	7.99
+3 BUSINESS AND UTILITIES	
MASTERFILE +3	24.95
PROFESSIONAL ADV. WRITER	22.95
TAS-SIGN PLUS 3	14.95
TAS-SPELL PLUS 3	14.95
TASCALC PLUS 3	14.95
TAS-PRINT PLUS 3	14.95
TASWORD PLUS 3	14.95
40 DISK STORAGE BOX +3	8.95
100 DISK STORAGE BOX +3	10.95
DEVPAC +3	14.95
GENERAL UTILITIES	
+2/+3 COVER	4.99
SPECTRUM POWER SUPPLY	9.95
ASIMUTH TAPE HEAD ALIGN KIT +2	8.99
HI SOFT C	21.95
HI SOFT PASCAL	21.95
TASWORD +2	11.45
TASCALC +2	14.95
LIGHTPEN AND INTERFACE	14.95
AMX MOUSE/ART/GRAPHICS +2	54.95
10 X CF2 3" DISK FOR +3	21.95

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE. All prices include postage and packing in the U.K.
Overseas please add £1.50 per cass/disk for AIRMAIL delivery. Advertised prices are for mail and telephone orders

ALL AT £1.49 EACH

Avenger, Back To The Future, Ballblazer, Jonah Barrington's Squash, Bouder, Bubble Buster, Bugsy, Camelot Warriors, Chimera, Club Record Controller, Codename Matt 2, Cosmic Shock Absorber, Dandy, Deactivators, Dead Ringer, Dogfight 2187, The Eidolon, Fifth Quadrant, Fighting Warrior, Final Matrix, Future Knight, Galvan, Greyfell, Gunrunner, Impossaball, Hacker, Hybrid, Hypaball, I Of The Mask, Inheritance, Kat Trap, Killer Kong, Koronas Rift, Lazerwarp, Leviathan, Max Headroom, Mermaid Madness, Nexor, Nexus, One Hundred & Eighty, Orbix, Parabola, Psytron, Pulsator, Ranarama, Red Hawk, SAS Operation Thunderflash, Spin Dizzy, Tempest, Three Weeks in Paradise, Toad Runner, Toy Bazar, Triaxos, Twister, Valkrie 17, Xcel, Young Ones, Zenji.

ALL £1.99 EACH

Airwolf, Alien 8, Alpine Games, Amazon Women, ATV Simulator, Battleships, Beamrider, Biggles, Bladerunner, Bomb Jack, Bobby Bearing, Bosconian, Frank Bruno's Boxing, Bugsy, Butch Hard Guy, Chequered Flag, Chess, Colour of Magic, Cricket Crazy, Dan Dare, Danger Mouse – Double Trouble, Danger Mouse – Making Whoopee, Dark Star, Steve Davis Snooker, Defenda, Dizzy, Deviants, End Zone, Enduro, Enigma Force, Everyone's A Wally, Exterminator, FA Cup Football, Fat Worm Blows A Sparky, Feud, Firelord, Flunky, Fruit Machine Simulator, Ghostbusters (48K), Grand Prix Simulator, Gyroscope, Hollywood Poker, Howzat, Hungry Horace, I Ball, I Ball 2, Indoor Soccer, Into The Eagles Nest, Jet Set Willy 1, Jet Set Willy 2, Joe Blade, Knucklebusters, Le Swat, Bruce Lee, Lunar Attack, Manic Miner, Mantronix, Milk Race, Mooncresta, Mr Weems & She Vampires, Murder Off Miami, Mystery Of The Nile, Nightshade, Nomad, Nosferatu Vampire, On The Oche, Planetoids, Powerplay, Pro Golf 1, Pro Golf 2, Pro Ski Simulator, Rally Driver, Rentakill Rita, Reversi, Revolution, Road Racers, Rock 'N' Wrestle, Rocky Horror Show (48K), Rouge Trooper, Saboteur, Sam Fox Strip Poker, Sam Spade, Sam Stoat Safebreaker, Skyrunner, Snooker, Soccer Boss, Space Raiders, Space Shuttle, Spectrum Chess, Starship Enterprise, Strike Force Cobra, Super Chess, Supernova, Super Robin Hood, Sweevo's World, Tank Busters, Terminus, Terra Cognita, Tempest, Thing, Thrust 2, Tir Na Nog, Transmuter, Trap Door, Trap Door 2, Traxx, TT Racing Simulator, Uchi Mata, Video Pool, Way Of Exploding Fist, Wizard's Lair, Winter Sports, World Cup Football, Yogi Bear, Zoids, 3D Starfighter.

ALL £2.99 EACH

Ace 2, Ace of Aces, Alien Highway, Alien Evolution, Aliens, Amaurote, American Football, Angleball, Armageddon Man, Army Move, Auf Weidersehen Monty, Ballbreaker 2, Baseball, Basil The Great Mouse Detective, Basket Ball, Beach-Head 1, Beach-Head 2, Black Magic, BMX Freestyle, Bomb Jack 2, Book Of The Dead, Boulderdash 1, Boulderdash 2, Bounty Bob Strikes Back, Breakthru, Bride of Frankenstein, Challenge of Gobots, Championship Sprint, Chronos, Chuckie Egg 1, Chuckie Egg 2, City Slicker, Contact Sam Cruise, Convoy Raiders, Crosswize, Dark Sceptre, Deathscape, Deathwish 3, Deflektor, Doc The Destroyer, Draughts Genius, Druid, Energy Warrior, Fairlight 2, Football Manager, Footballer Of The Year, Game Over, Gauntlet, Gauntlet-Deeper Dungeons, Gee Bee Air Rally, Ghost 'N' Goblins, Ghostbusters (128K), Gothik, Grand Prix Tennis, Grange Hill, Guadalcanal, Gutz, Hacker 2, Headcoach, Head Over Heels, Highlander, Hydrofool, Impossible Mission, International Karate, Jack The Nipper 2, Karnov, Knightmare, Krackout, Last Mohican, Lazer Tag, Legend Of Kage, Lightforce, Little Computer People (128K), Living Daylights, Loads Of Midnight, Mag Max, Magnetron, Mask, Mailstrom, Manic Miner/Jet Set Willy 2, Barry McGuigan's Boxing (128K), Mean Streak, Miami Vice, Mikie, Molecule Man, Monty On The Run, Moonstrike, Nemesis, Nemesis Warlock, Night Gunner, Nihilist, Oik (3 Games), Out Of This Worls, Pentagram, Phantom Club, Play It Again Sam, Plexar, Pole Position, President, Psycho Soldier, Pub Games, Pyracurse, Rampage, Red Led, Red Scorpion, Rockford, Saboteur 2, Samurai, Shackled, Shadow Skimmer, Shockway Rider, Sherlock, Sidewize, Skyfox, Soloman's Key, Starfox, Starpaws, Strike Force Harrier, Super Cycle, Super Sprint, Survivor, Tantalus, Tau Ceti, Terramix, The Tube, They Stole A Million, Thing Bounces Back, Throne Of Fire, Trailblazer, Trap, Trantor, Traz, Uridium, War, War Of The Worlds, Wolfman, Xecutor, Yeti, Zynaps, 10th Frame, +80 Address Manager, +80 VAT Manager, "180".

FREE GAME OFFER

If your order exceeds the following select a FREE game from the section indicated (only one per order)
Over £10 a £1.39 game
Over £15 a £1.99 game
Over £20 a £2.99 game

SPECIAL OFFERS
(all £2.49 except where stated)

Ballbreaker, Battle Of The Planets, Bedlam (128K), Blood Valley, Breeze Starr, Centurions, Chain Reaction, Death or Glory, Dragon's Lair 1, Dragon's Lair 2, Express Raider, Fast 'N' Furious/Thundercaptor, Federation, Firetrap, Frightmare (£1.99), High Frontier, Implossion (£1.99), Indiana Jones (£2.99), It's A Knockout, Kung Fu Master, Last Mission (£1.99), Mad Balls (£2.99), Mandragore, Martianoids, Mask 2, Micronaut 1, Mutnats, North Star, Quartet, Ramparts, Samurai Trilogy, Sigma 7, Slaine, Split Personalities, Star Raiders 2 (£1.99), Sun Star, The Big Sleaze (£1.99), Tour De Force, Tournament Leaderboard (£2.99).

VARIOUS PRICES

California Games (£3.99), Cybernoids (£4.99), Dan Dare 2 (£4.99), Garfield (£4.99), Gauntlett 2 (£3.99), Road Wars (£4.99), Rolling Thunder (£5.39), Starglider (£4.49), Tetris (£5.49), Thundercats (£4.79), Trivial Pursuit — Baby Boomer (£3.99), World Games (£4.99).

COMPILATIONS

10 GREAT GAMES £5.95 (Avenger, Future Knight, Krackout, Bounder, Footballer Of The Year, Trailblazer, Highway Encounter, Monty On The Run, West Bank, Jack The Nipper).
KIDS PLAY £3.49
(Xeno, Metabolis, Night Gunner, Marsport, Monty On The Run, Bounty Bob Strikes Back, Mailstrom, Starstrike, Lunar Jetman, Starion).
SUMMER SPECIALS £5.99
(World Class Leaderboard, Soloman's Key, Captain America, Brave Starr, Trantor, Rygar).
HIT PAK 6VOL 1 £3.99
(1942, Scooby Doo, Fighting Warrior, Sacred Armour of Antirad, Duet, JSW 2, Split Personalities).
HIT PAK 6 VOL 2 £3.99
(Into The Eagles Nest, Batty, Shockway Rider, International Karate, Ace, Lightforce).
DURELL BIG 4 £3.99
(Saboteur 2, Deep Strike, Thanatos, Sigma 7).
HIT PAK 4 IN 1 £3.99
(Airwolf, Commando, Bomb Jack, Frank Bruno's Boxing).

P & P: Add 50p for orders under £5, orders over £5 are postage free (UK only).
Overseas orders add £1 per tape.

SOUNDBOX SOFTWARE Dept.YS
8 Renfield Sreet, PO Box 12, Renfrew, Renfrewshire PA4 0FS

The Instant Catalog

10 Computer Hits Vol 5	8.75	G Lineker's Hotshot	5.50	Question of Sport	9.99
10 Great Games Vol 3	8.95	Game Over II	6.50	R-Type	6.45
1943 - Battle of Midway	6.25	Game Set And Match 2	8.75	Rambo III	5.95
4 Soccer Simulators	6.45	Games : Winter Edition	6.99	Return of the Jedi	6.45
6 Pak Vol 3	6.45	Garfield	5.99	Rex	6.75
After Burner	6.45	Giants	9.99	Ring Wars	5.99
Alien Syndrome	5.95	Gold Silver Bronze	9.99	Risk	6.99
Artura	5.99	Guerrilla War	5.25	Road Blasters	5.99
Barbarian 2	6.45	Gunship	6.45	Robocop	5.25
Bard's Tale	6.50	Hellfire Attack	6.75	Roy Of The Rovers	5.25
Batman - Caped Crusader	5.95	History in the Making	16.95	SDI	6.45
Bionic Commando	6.65	Impossible Mission II	6.99	Salamander	5.25
Black Tiger	5.99	In Crowd - Compilation	8.75	Sanxion	5.99
Bombuzal	5.50	Intensity	5.25	Savage	5.95
Butcher Hill	5.50	Karate Ace	8.95	Silent Service	6.45
Carrier Command	9.95	Konami Arcade Collection	6.95	Soldier Of Fortune	5.25
Circus Games	6.25	LED Storm	6.45	Space Ace	9.99
Command Performance	9.50	Lancelot	9.95	Space Racer	5.99
Computer Maniac's Diary	6.50	Laser Squad	6.25	Spitting Image	6.45
Cybernoid II	5.50	Last Ninja II	8.95	Street Fighter	5.95
Daley's Olympic Challenge	6.45	Leader Board Par 3	9.99	Strip Poker 2 Plus	5.25
Dark Fusion	5.50	Live Ammo	6.99	Super Hang On	6.45
Dark Side	6.45	Live And Let Die	5.99	Super Sports	5.50
Deep	6.50	Magnificent Seven	6.75	Superman - Man of Steel	5.99
Double Dragon	5.50	Marauder	5.99	Supreme Challenge	8.75
Dragon Ninja	5.95	Mario's Christmas Box	6.99	T - Wrecks	5.25
Dynamic Duo	5.50	Mega Games Vol 1	9.95	Taito Coin-op Hits	8.95
Echelon	6.95	Megaplay Vol 1	6.99	Techno Cop	5.50
Empire Strikes Back	6.45	Mickey Mouse	5.25	Thunder Blade	6.50
Exploding Fist Plus	5.25	Motor Massacre	5.50	Tiger Road	6.25
F-15 Strike Eagle	6.45	Muncher (128 Only)	5.50	Times of Lore	6.50
Fernandez Must Die	5.99	Munsters	6.50	Total Eclipse	6.45
Final Assault	6.75	Night Raider	5.25	Track Master	5.50
Fists N' Throttles	8.75	Off Road Racing-4x4	5.99	Tracksuit Manager	6.45
Flight Ace	9.95	Operation Wolf	5.50	Trivial Pursuit AMB	9.95
Football Director	6.45	Overlander	5.25	Typhoon	5.25
Football Manager 2	5.95	P Beardsley Int Football	5.25	Ultimate - The Works	8.95
Foxx Fights Back	5.99	Pacmania	5.95	Victory Road	5.25
Frank Bruno's Big Box	8.75	Pepsi Mad Mix Challenge	5.50	Vindicator	5.25
G I Hero	5.25	Power Pyramids	5.95	We are the Champions	6.95
G Lineker's Star Soccer	5.50	Pro Soccer Simulator	5.99	Wec Le Mans	5.99

PLANET'S Best Buy EST. 1988

INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN
Mail Order Only. State Computer's make and model.
P&P: 50p on orders under £5. EEC 75p per title.
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release.
☎ 0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US.

24 HOUR COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY APPROVED REPAIR CENTRE

AMSTRAD-SINCLAIR APPROVED REPAIR CENTRE SEAL OF QUALITY

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

Commodores Repaired

Spectrums Repaired

BEST SERVICE - BEST PRICES!

ARE YOU ANOTHER CUSTOMER – fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the VideoVault 24hr Repair Service. We are able to repair your 48K Spectrum using all the latest in test equipment for only 19.95. We can also supply you with power supplies & membranes.
We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00.**
Please note we give you a 100% **low fixed price of £19.95** which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and **shock you** with repair bills **£30** upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul.

TEN ★ REPAIR SERVICE

- While you wait repairs **£22.50** 48K Spectrum. **£25.00** Spectrum+2
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- Fixed low price of **19.95** including post, packing, parts, labour. Spectrum+2 repairs only **£25.00** fully inclusive.
- Discounts for schools and colleges.
- Six top games worth **£39.00** free with every Spectrum repair. Now includes FREE memory/keyboard test.
- We also repair Commodore 64's, VIC 20, Commodore 16+4, Spectrum+2 and +3.
- The most up to date test equipment developed by us to locate faults within your computer.
- Rubber keyboard repair (replacement membrane only). Just **£10.00** including p+p.
- 3 month written guarantee on all repairs.

FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct colour, sound, keyboard, check the loading and saving chip, even put new feet on the base if required. Check for full memory, check all sockets including ear/mike and **replace where needed.** All for an **inclusive price of £19.95 which includes VAT, parts & labour, return post, packing & insurance. No hidden extras whatsoever.**

(Should a computer be classed as unrepairable due to tampering there will be a charge made of £10. We may be able to offer a replacement circuit board at an additional charge.)

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts. "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

VideoVault Ltd.

Why not bring your computer in for while you wait service

Send your computer to:-
Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA. Tel: 04574 66555/67761/69499
Main Office, enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only.

THE VIDEOVAULT COMPUTER COMPANION

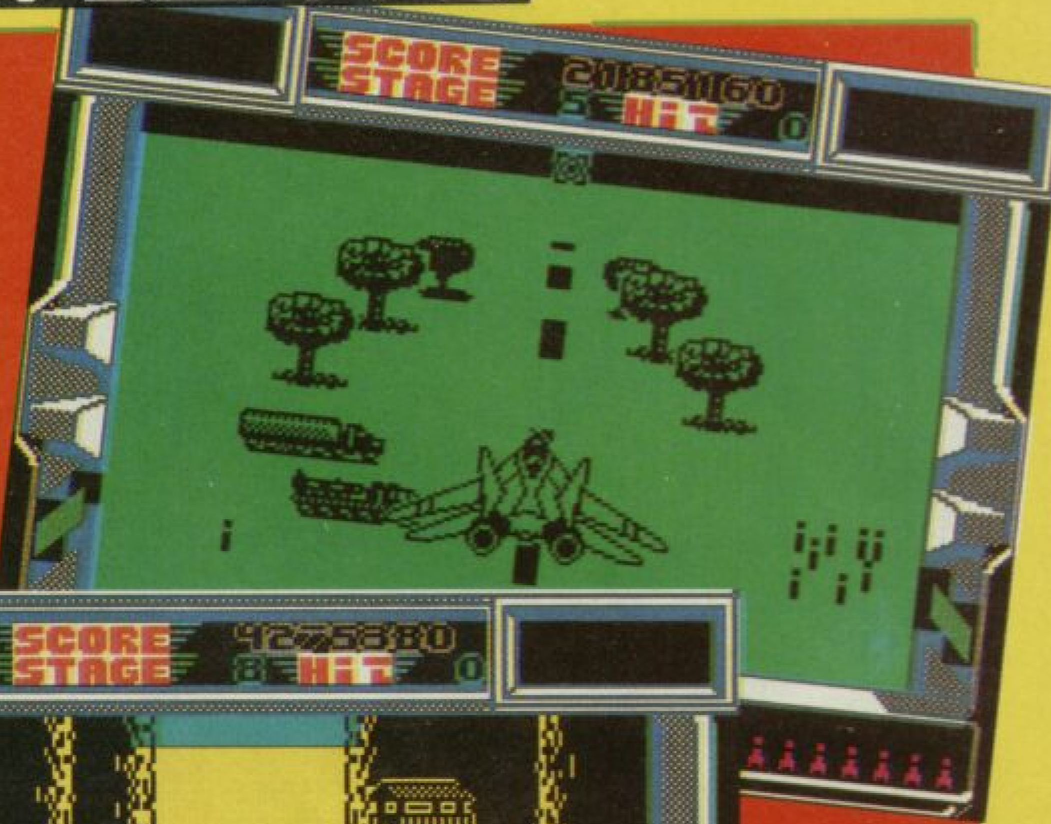
EDITION NOW HOT OFF THE PRESS

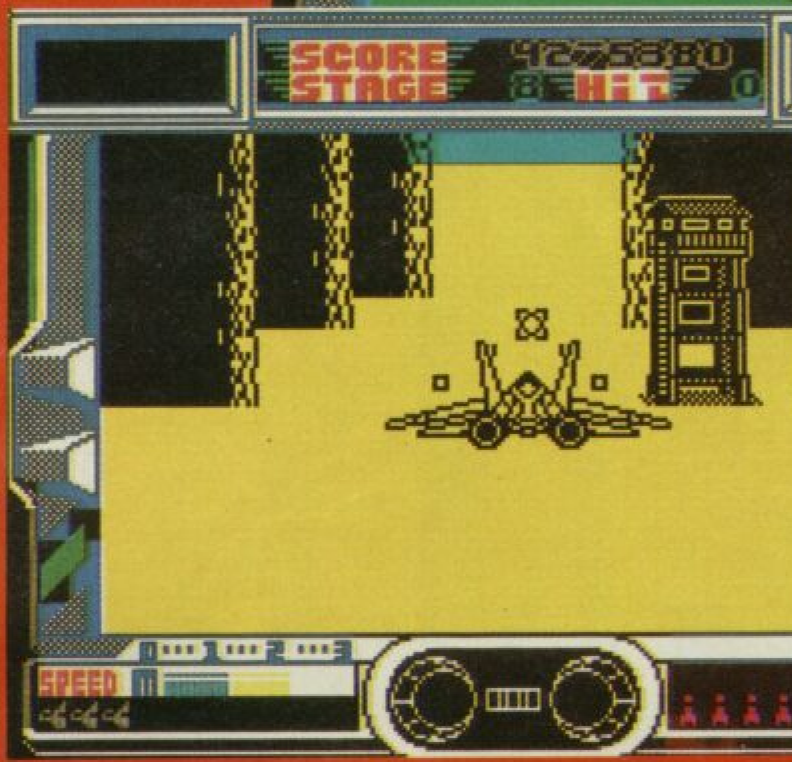
New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3x19p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

6 GREAT FREE GAMES PLUS BONUS FREE TESTER ON EACH TAPE TO TEST YOUR KEYBOARD, MEMORY TEST £39.00 YOURS FREE WITH EVERY SPECTRUM REPAIR

FAX No. 04574 68946 © COPYRIGHT VIDEOVAULT NO. 889061

AFTERBURNER





Yer akchawl 'flying through a canyon' sequence. Very difficult, as it twists about causing you to pile into the sides on a regular basis.

Activision/£9.95 cass/£14.95 disk

Jonathan If US Gold was foolhardy enough to tackle *OutRun*, Activision must have been utterly crackers when it bought the licence to this one. With more hydraulics than a fleet of JCBs, and extraordinarily fast graphics, *Afterburner* is another one for the "Gosh! Wot, on the Speccy? Gerraway!" brigade. However as we all know, if it's got the right name on the box, just about any old dross can be made to sell like, well, like very fast.

Not that *Afterburner* is any old dross, of course. Certainly not. But while it packs quite a punch graphically, there seems to be a gaping void where the gameplay should have been inserted. Just like the coin-op version, in fact.

Hokay, for those of you who haven't seen it in the arcades *and* missed the Megapreview a couple of issues ago, the game goes like this. Launch your F-14 Tomcat from the flight deck of an aircraft carrier, zoom along at Mach 96 and shoot the marauding hordes of Russi... sorry, enemy aircraft who scoot around taking pot-shots at you, stopping for refuelling occasionally.

Nothing frighteningly original there, I know, but where *Afterburner* excels is in the graphics. Even on the Speccy conversion, the speed at which sprites are wanged around the screen is phenomenal, especially considering that as your F-14 banks, the ground and all the clobber littered about on it bank too, so all the sprites have to be rotated around. The mathematics behind it doesn't bear thinking about. But then what maths does?

As you can probably imagine, colour pretty well goes out of the window once again, making me wonder where the Spectrum got its name.

Well fast it may be. So fast that you'll often be wiped out without knowing what's hit you. The trouble is, though, that there's very little to do. Your guns fire automatically, missiles lock on as soon as your sights pass over the target, so all you have to do really is dodge enemy fire and launch the odd missile now and then. This may be fine for some people, but after a few minutes I was pounding my fists on the keyboard, demanding to see the manager.

While I can't help but quake at the sheer power of the graphics routines, hum along to the 128K tunes and snigger as yet another Comm... er, baddy goes down in flames, the thing that amazes me most about *Afterburner* is that it's totally devoid of any addictive qualities whatsoever. Not many, anyway. I suppose that some of you might want to keep going to see all the various levels and refueling sequences, but it's not really worth playing just for the shooty bits.

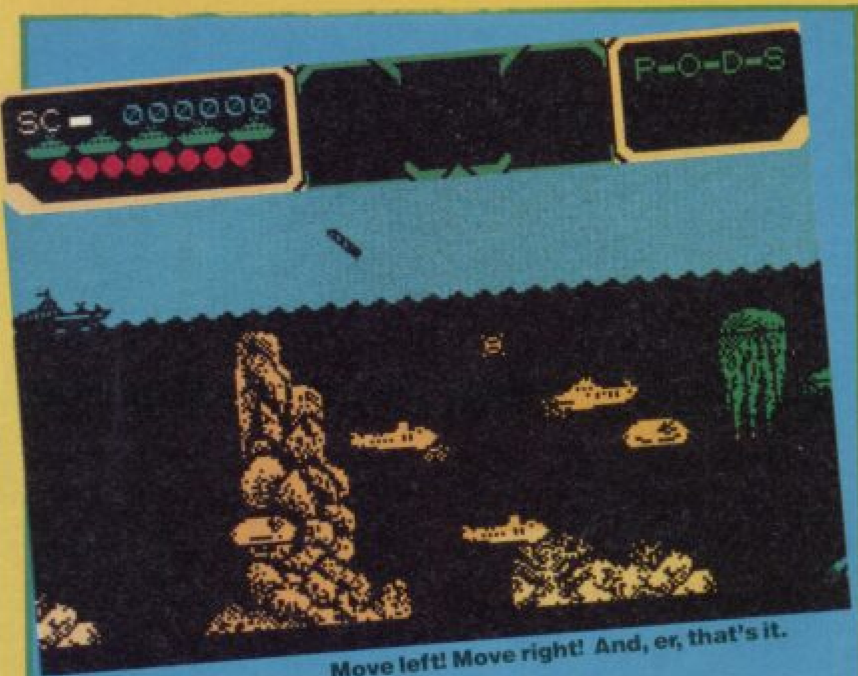
Buy it for the speed, graphics, free stickers and posters if you must, but be aware that they're covering up a serious lack of content. Damning perhaps, but that's the way the cookie crumbles.

YS CLAPOMETER

A technically brill conversion that can't quite make up for the original's shallowness.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7



Move left! Move right! And, er, that's it.

THE DEEP

US Gold/£8.99 cass

Sean *The Deep* is, apparently, a coin-op conversion which comes aqualunging its way to the Speccy courtesy of US Gold. I'm not sure whether it's got anything to do with the film which came out years ago, but one thing's for certain, the game plays like it was written years ago. Read on...

You begin your life on the ocean wave as a ship on the surface of the water, floating above the nautical equivalent of the M1, where submarines and squids plod about slowly below you. The squids insist on rising to the surface and smashing your ship up, while the subs sneakily stay below the surface firing homing missiles at you, or releasing surface mines which rise up and wait for you to bump into them and explode. But they're easy to dispose of, cos they move so slowly — simply drop your depth charges on them.

On occasion, bombing a sub sends a little pod floating to the surface which turns into a flag with a letter on. Your ship should scud across and collect it, thus releasing a helicopter to fly over, and drop another package.

Depending on what letter was displayed, you'll get one of five extra weapons.

As each flag only crops up occasionally too, you sometimes have to wait for five minutes before you get a pod to go on to the next screen, and believe me, five minutes is a long time for just moving left and right and dropping depth charges.

Anyway having 'raced' through three or so of these screens, your ship then ploughs onto the next screen. But by this time I couldn't help thinking that perhaps this game should have been titled *Deep Over Moscow*, 'cos the graphics and gameplay were very similar to that game. And whilst looking to the past might be fine when it comes to 501's and the pop charts, there's no excuse for going primitive when it comes to computer games.

Your ship suddenly develops laser power in the next section, where you've got to stop the laser bolts being fired at you by four cannons on the sea bed.

This is the fastest of the sections I played, at which point the game moved up from boring to nearly vaguely interesting. Nearly.

After this, the game seemed to progress to the depth charge thingie again with different backgrounds, and my brain cells, realising they were in for another gripping treat, began leaping out of my earholes in their thousands.

This game defies description. It's not fast enough to be a shoot 'em up, and not intelligent enough to be an arcade adventure. I can't imagine why US Gold should choose to release this game? The standard of gameplay and graphics is literally years old, and although it is tedious to continually make comparisons, there really is tons of much better stuff around for two or three quid. Let your braincells keep their dignity, and don't bother.

YS CLAPOMETER

A dull, tedious game from US Gold, which deserves to sink without trace.

GRAPHICS	■■■□□□□□□□
PLAYABILITY	■■■□□□□□□□
VALUE FOR MONEY	■■□□□□□□□□
ADDICTIVENESS	■■■□□□□□□□

3

SHOOT OUT

Martech/£8.99 cass/£14.99 disk

Jonathan Clichésville, Alabama. The town is restless. The boys from Dusty's place are running riot. Raping, pillaging and generally smashing the place up. There's only one thing for it... call in Quick Hand Luke.

Bang! Bang! Peeeow! Zing! Cue digitised horses hooves, ricochet noises! Yeehar!

At least, that's what I was hoping. Fruitlessly, it turns out, cos *Shoot Out* is nothing more than a 1953 move-the-cursor-round-the-screen-and-zap-everything game, based on the kind of idea that used to have Vic-20 owners wringing their hands in glee.

To be sure, there are two different levels. First, shoot all the tin cans lined up on the fence within a time limit. (Quite how this helps the long-suffering townsfolk is beyond me?) Then, wander along the street blasting baddies as they appear in the windows. Some of them are unarmed, but others have an annoying habit of firing back if you're not quick enough on the trigger.

See what I mean? Just about everybody's tried writing a game like this at some point in their career, and they always get totally slated, so why does Martech think it's going to get away with this one? Especially as it's made the fatal error of putting screen shots on the back of the box.

Ah, the graphics are excellent though. Nicely drawn, well animated and smoothly scrolled. But how does that help when the game itself is totally, utterly, completely and without exception... boring! Two minutes of it and I'd had enough. Yeurch! Spit!

And as if that wasn't enough, the cursor won't stay still. The flippin' thing whizzes around all of its own accord, so hitting anything is very much down to chance. Obviously a 'special feature' or something.

It would have been nice to have had a little atmospheric music playing in the background to liven things up a bit. Or how about a few extra levels in addition to the endless repeats of the two that are already there? Even if it meant, dare I say it, multiloading? Nope. Nothing of the sort.

This is a real armpit of a game which needs a thorough taking back to the drawing board. There's potential in them thar graphics, but the rest of it should have been pensioned off years ago. Unless you've escaped from an asylum for incurable Dragon 32 owners, or have just been sucked through a time-warp from the 18th century, avoid it like a strawberry-flavoured Quality Street.

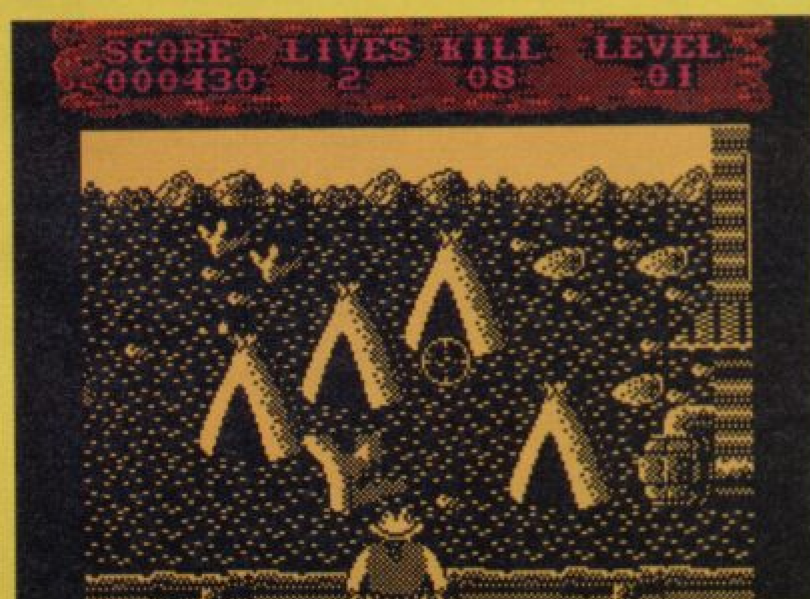
Wake me up in an hour or two, would you?

YS CLAPOMETER

Bog-standard shooting things with a cursor game. Very, very boring indeed.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■□□□□□
VALUE FOR MONEY	■■■□□□□□□□
ADDICTIVENESS	■■■□□□□□□□

4





ROBOCOP

Ocean/£8.95 cassette/£14.95 disk

Marcus Have a go at *Robocop*, they said. What? Alone? I'd rather go three rounds with Mike Tyson. Fortunately they just meant the game. Otherwise you can bet your unemployment benefit that before I knew it, eight out of ten owners (who expressed a preference) would be saying that their cats prefer me.

You've got to hand it to Ocean. There can't be many spankier licences to get your paws on than *Robocop*. And where Ocean really got it right was to snap it up ages ago — before, in fact, the arcade licence had even been put out to tender. So, the Manchester-based megagamesters had a hand in that, too, and they ended up spending months and months putting the whole package together — computer game, arcade game, 8-bit, 16-bit, the works. They've even bunged in a poster as well.

So why is it all rather unexciting when you actually load the thing up? Perhaps it's because our expectations of Ocean's product over the past year or two has just become a little too statospheric. (Open those dictionaries!) *Operation Wolf*? The new *Batman*? Brilliant games, superbly designed and implemented on the old beermat. But *Robocop* just isn't in the same league. Not that it's bad, don't get me wrong. It's just not the earthshattering blasterama I somehow expected it to be.

Anyway, enough of this whinging — let's get down to the game. You, natch, are Robocop him(it?)self, striding along the city streets in Detroit. My the streets are tough. They all look rather similar, too. And, blow! there goes your colour reception, 'cos the whole cityscape's in good ol' black and white.

So along you stride. You have fifty bullets to start with, but these soon get frittered away as you fire at the numerous baddies who attack you. And are there lots of them, or are there lots of them? It's worse than Frinton on a Saturday night, and what's more some of these thugs carry chainsaws, the latest hip accessory down Detroit way. These blighters need more bullets than the others, although if you start picking up those flashing whatnots of ammunition, you might get something a little more powerful than your wee bullet-ettes. Alternatively you might pick up some baby food to give you more energy (impregnated with Castrol GTX, no doubt).

Go on further and you'll find even more useful things like three-way bullets, but of course the nasties get nastier, shooting out of windows from above and other dirty tricks. In the film, bullets would have little effect. In the game, they do inflict a wound, and there's a limited number of wounds you can take. So be careful — there are nine levels to get through yet.

Level one, then, is downtown Detroit. (remind me not to go there.) On level two, you come across a woman being attacked by some crazy. Here you're looking straight at the two of 'em through your viewfinder, and you have to hit him without hitting her in the process. For level three it's back to Detroit with more and harder criminals — a little like the Bronx on a Saturday afternoon.

Level four's a break from the monotony. Here you have a photofit to piece together, using the computer and your own memory banks. Get this right and you'll find who it was who topped Murphy (the geezer you were before you became Roboclot). Hint: it's not Jeremy Beadle.

After that it's more shooting and running about, as you steadily work your way through the film's plot and kill everyone who needs killing, not including, sadly, Jeremy Beadle.

Don't sound too enthusiastic, do I? Well it's all a little samey, and a touch too much like lots of other zappy sideways scrollers set in warehouses and the like. What? Did someone say *Rolling Thunder*? Well, precisely, though curiously enough (since the film had an 18 certificate) I think the game will appeal greatly to younger gamesters.

The whole package, though, is nicely presented, with neat and well drawn graphics and no complaints about speed or playability. But I wasn't totally convinced. By the time you read this, I bet a good few Spec-chums who got it for Christmas will be wondering what all the fuss was about.

By the way, why doesn't anyone try a can opener on him?

YS CLAPOMETER

***Playable, efficient but uninspired shooty thing based on everyone's fave filmic gorefeast. Not really up to the standards of* Batman II *or* Oppy Wolf.**

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

CLOCK CHESS

CP Software/£19.95 disk

Richard *Clock Chess 89* is, or so the blurb on the back of the box says, 'the strongest and most versatile chess program yet for the Spectrum series. I can believe it, 'cos as a good, though not outstanding, chess player, I found it the equal of many of the dedicated chess computers on the market.

I'm not going to get technical, in my opinion, a chess program like this should be just as accessible to people who are learning to play the game as to people who have been playing for many years. It should be able to adapt to the strength of each player, and offer them a tough — but not impossible — challenge. And *Clock Chess 89* certainly succeeds on these points.

You can handicap the computer if you are a beginner; you can make it take the same time to think as you do; or you can set it a thinking limit for anything from five seconds to over 15 minutes. The longer it has to think, the better the move it will come up with. You can also set the program so that both you and the computer have to play a certain number of moves within a set time — usually five minutes. Speed chess at its most cut-throat!

To be honest, I'm a bit hesitant about just listing all the program's features. If I do, it's a boring review; if I don't, you may not get all the information you need. At the risk of being boring, I'm going to give you a good idea of just what you get with *Clock Chess 89*. You can set up 'mate in x' problems; you can get the computer to analyse positions; you can play blindfold chess; you can tell the computer whether it accepts a draw, and when.

When you are actually playing, you have a wide variety of options. You can make the computer switch sides (useful when you don't want to lose); you can get the program to show what moves it is considering; you can get the computer to play itself; you can get it to take back a move... You can also save it to disk — and if you're a chess buff, that means you can go away and analyse the board for as long as you want, without giving the computer extra time to think. Cunning, huh? But it probably won't help much — it didn't for me.

To be honest, though, the options above would only really be remarkable if they weren't in the program. What matters is the strength of the game the computer plays; and it seems to play very strongly indeed.

My complaints? Well, I only have one, really. When I loaded up, I got a rather garish screen display, with a board that seemed to take up only about a fifth of the screen. The colour choice was so bad — white and black pieces on a yellow and green board — that the white pieces were virtually invisible on the lighter, yellow, squares. It was only after I had played through a few games, and had found that I was getting a headache, that I discovered from the picture on the back of the disk box that there was a 3D option, with a very handsome looking board shown as if you were actually seated at a real chess board.

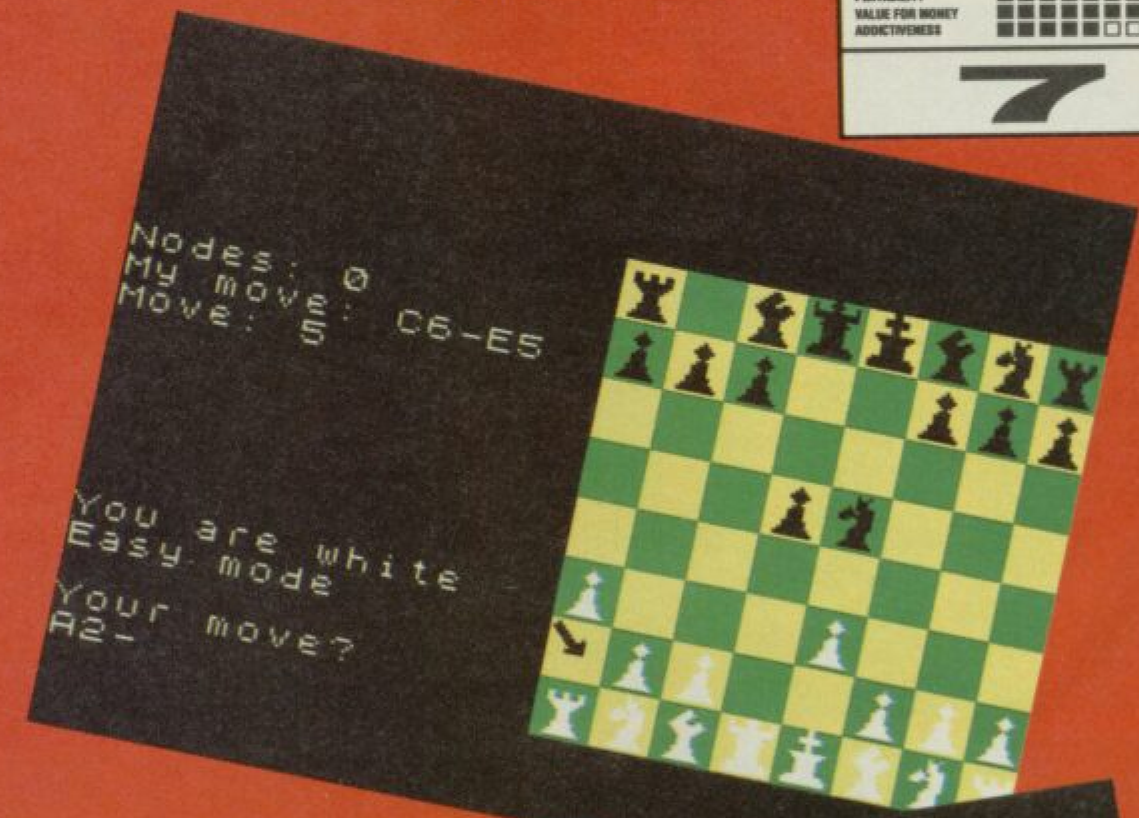
Overall *Clock Chess 89* is an excellent program, well worth getting if you are a serious chess player.

YS CLAPOMETER

Fabby Chess program for the Speccy, let down by poor graphics.

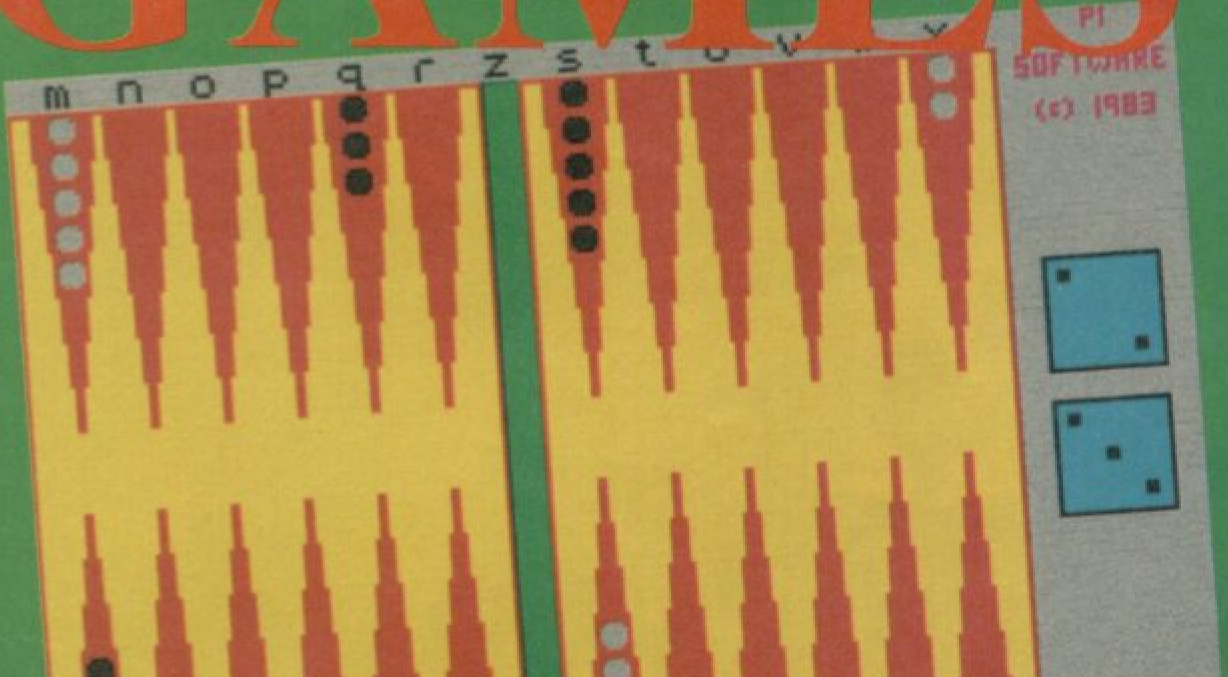
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7





CLASSIC GAMES 4





CP Software/£13.95 disk

Richard *Classic Games 4* is — yes, you've guessed it — a compilation of four classic board games (in a computer version, of course). On one disk, you get chess, bridge, draughts and backgammon, all for £14.95. Good value for money, you might think — and you'd be right.

The bridge game is excellent. I'm an indifferent bridge player, who enjoys the anticipation of waiting to see what sort of a hand I'm going to get and the drama of actually bidding and playing, but hates the post-mortems and recriminations that accompany playing with real people. With this program, I get what I like and just as much of what I don't like as I can stand. Any more, and I can just tell the Spectrum to get lost.

The programming seems to be good, and the computer shows a remarkable amount of sense; it knows how to follow suit and play the low card without having to be told. It plays what to me looks like a fairly strong game. Finally, the display is more than adequate, although if I were buying just one game I would have demanded much better graphics from the +3 than you get here. But then, given that the program was written for the rubber keyed 48K, you have to accept a lower standard.

With the other three games, however, the screen displays are diabolical. In fact, they are so bad that they make it almost impossible to play the games at all. If you persevere, then make sure that you have plenty of aspirin around, as you will end up with a heck of a headache. The problem is the same as the one which mars CP Software's *Clock Chess 89*. The colours of the pieces and the board are so badly chosen that the lighter pieces disappear against the lighter squares of the checker-board in chess and draughts; the problem is less intense with backgammon, although the colours are still somewhat garish.

I had initially been relieved to see that you could change the colours of both pieces and board; but relief turned to dismay when I found that every combination of different colours that I could come up with had exactly the same problem. Come on CP, you can do better than this!

The actual strength of the different programs is good, as far as I was able to work out. The computer plays both chess and draughts very well. With backgammon I find it more difficult to judge, as it is not a game I have played much; but certainly it could wipe the floor with me.

There are four very good games here, with a lot of programming effort expended on them. It's a shame three of them have been let down by dodgy screen displays.

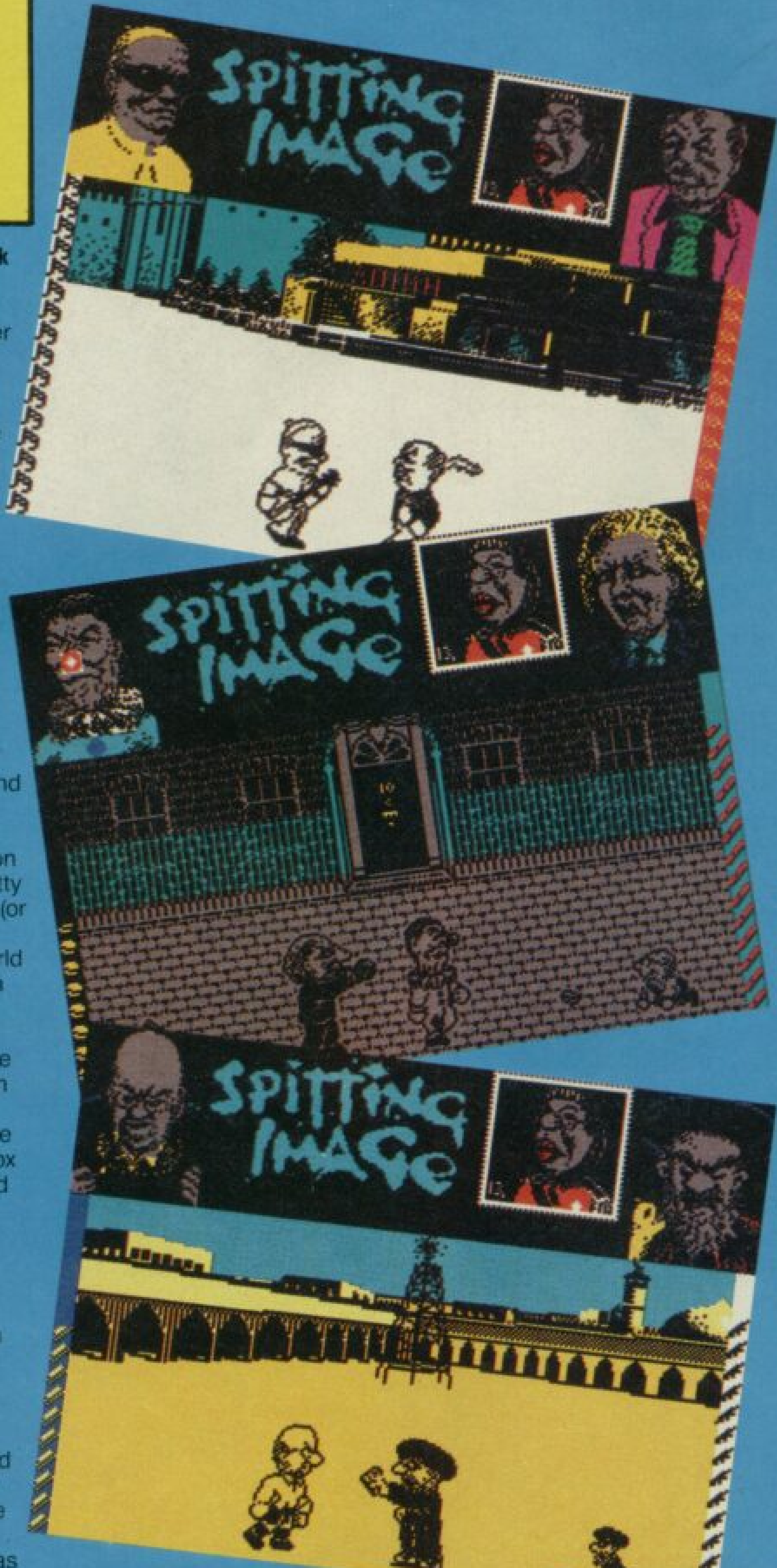
YS CLAPOMETER

A package of games, one good, the rest poor and most let down badly by very bad graphics. Oh dear

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

4

SPITTING IMAGE



Domark/£9.95 cass/£14.95 +3 disk

Matt Who are the six most important people in the world? According to my morning paper they'd be cuddly Emma Ridley, family-sized Fergie, oddish Michael Jackson and the 'swoony' Bros triplets, or some similar combination. 'Not so!' chorus the decidedly 'posh' Domark boys, who obviously read rather more upmarket publications than yours truly. Their six-pack includes such bastions of sense and moderation as P. W. Botha, Ayatollah Khomeni and the (newly unemployed) leader of the 'free' world, Mr Ronald 'McDonald' Reagan. What a nice, happy go lucky bunch!

Along with Maggie, Gorby and the Pope these feature as the combatants in Domark's first (licensed) beat 'em up based on the *Spitters* TV show. It's a pretty standard sort of slash 'n' bash (or in this case fart 'n' gob) affair, with the various obnoxious world leaders swinging away at each other with the prize being — gosh! gasp! eek! — the World!

It's a good licence, even if the TV pundits around here reckon the mother show is currently riding the slippy slope down the televisual dumper. From the box featuring the famous Fluck and Law puppets, to the 'witty' instruction sheet, the whole package does its little best to reproduce the look and feel of the family favourite, and this continues on screen with each large sprite looking and acting the part to a tee.

Biff! Duck and dive as our 'beloved' leader Thatch lets loose with the boxing glove and flying spittle! Thwack! Stagger under the onslaught as Ronnie attacks with head-butts and broken bottles! Poke! Squirm as groovy Gorby and his holiness the Pope jab away with the finger and banjo! Wallop! Drip as Botha 'piddles' in your direction and choke as the Ayatollah gets his hands around your larynx! The main selling point seems to be that it's all rather rude, naughty and 'cheeky' compared to standard beat 'em up fare.

To start you must choose a world leader to play with (Oo-er) and then take on the others in turn against a series of suitably cartoony backdrops. Battles tend to be fast and fun, and with some competent playing will eventually leave only one homicidal statesperson — yourself.

Hang on a minute though! The world needs saving from you too, doesn't it? Sounds like a job for... the Queen?! Yep, 'Ma'am' herself leaps down from her action-watching spot on the icon strip to mud-wrestle you into the pavement. Unfortunately this takes place at night so all you can see is pairs of eyes in established comic strip (and code-saving) fashion. In the experience of all the *YS* players there is absolutely NO WAY to win this last bit of the game, so whatever your efforts the world remains safe. Phew, what a relief, eh? And to think we owe it all to Her Majesty.

The game is generally well thought out and designed and has proved to be quite a lot of fun on other systems, but unfortunately on the Spectrum it has two rather glaring faults. The first is that once you've had fun discovering all the rude and bizarre bits you're left with a rather ordinary and not particularly hard beat 'em up. The other — far more serious problem — is with the loading. First you must load side one of the tape, then flip it over to take the characters themselves from the other side which takes *ages*. Then each time you lose and want another go you have to reload all six characters from side two again! Yaaghh! At this rate you'll spend 40 minutes loading out of every hour! Since both copies we got acted in exactly the same way, it doesn't seem to be a fault with the tape but a design problem. How silly.

YS CLAPOMETER

Nicely packaged and well executed beat 'em up which would be a birrova goodie if not for deadly long loading sequences.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6

OPERATION HORMUZ



Again Again/£9.99

Phil A game based on whaaaaat? Americans fighting in the Arabian Gulf? Oh dear, oh dear. Trifle ideologically unsound, old chaps, what with peace breaking out all over the political scene . . . even in the land of olive groves and men with sheets on their heads. So one out of ten for international tact.

Durell? Now there's a name which I know. Didn't it used to be pretty heavy in the Spectrum software biz? Well it's a programming house now, and this game bears a less than striking resemblance to one of Durrell's last games before biting the bullet last year . . . *Spitfire*, wasn't it? You control what looks like a Harrier (I didn't know the Yanks had any Harriers! oh, I see, it's apparently a McDonnell Douglas VTOL! Yer learn summink every day, duncha?) Anyroad, you control this plane and fly over the ships, left and right, and bomb the bass out of them.

Operation Hormuz is supposed to be 'a realistic and highly detailed simulation of battle against the latest form of international terrorism'. But it isn't. What it is though is a skillfully crafted and playable arcade game with a certain nagging addictive quality that should keep you going for quite a while. Even getting blasted continuously you last quite a long time, so there's none of the frustrations attendant with getting your undercarriage blown off every two seconds. Ahem. But it's true, you get value for money from the length of each game, and great sound and graphics, up to Durrell's usual high standard — especially the music at the front. Definitely Worth a look.

YS CLAPOMETER

Durell-built flying combat sim, with excellent graphics and sound sound. Shame about the plot.

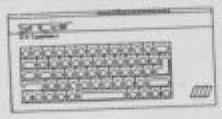
GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■□□□

7

YOUR SINCLAIR CLASSIFIED

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

SPECTRUM



Desk Top Publishing, Word Processing & Utility Software:

WordMaster	The best Spectrum word processor available	£11.90
Headliner	Design headlines & titles for use with WordMaster	£8.95
Typeliner	The DeskTop Publisher - loads into WordMaster	£16.95
DTP Pack	All three of the above programs	£37.80
Above items:	add £2.50 for Plus 3, £1.50 for Disciple/Plus D versions	
HiSoft C	Ideal for learning C on your Spectrum	£25.00
Devpac	The best machine-code assembler	£15.95
HiSoft BASIC	Superfast floating point BASIC compiler	£24.95
CP/M Plus	Standard operating system for the Plus 3	£29.95

Send SAE or phone now for details of all software.
Plus 3, Disciple, OPUS & other versions available - call for prices.

Atari ST PostScript Laser Printing Service & Fonts £call

PCG, 61 School Street, Barrow, Cumbria LA14 1EW Tel: 0229 36957

REPAIRS

BEAT THESE PRICES

Spectrum/ +	£13.95
Interface I	£16.95

Inclusive prices
Top quality repairs by experts
Send cheque/PO, fault description and computer to:
GSF SERVICES
113 Mountbatten Road,
Braintree, Essex CM7 6TP
Tel: 0376 46637

GSF SERVICES
EXPERT REPAIRS

COMPUTER REPAIRS

We repair Amstrad PC1512, PCW8256, 8512, monitors and printers.
We also repair all Amstrad and Sinclair Home Computers.
Phone us NOW for details

SUREDATA

DEPT CS, UNIT 6, STANLEY HOUSE, STANLEY AVENUE, WEMBLEY, MIDDX HA0 4JB
Tel: 01-902 5218

ENDZONE

AMERICAN FOOTBALL SIMULATION
Twin cassette package includes rosters with individual player ratings for all 28 NFL teams.
Rosters updated twice a season.
Spectrum 48K £5.95
Spectrum 128K £7.95
SPORT-SIM PO Box 116
Colchester CO2 7SJ

SPECTRUM SUPPLIES

Power Pack	7.95
Membrane 48K	4.95
Membrane +	6.95
Dust Covers (please state machine)	2.95

Prices include VAT + p&p
Cheque/P.O. to:
OMNIDALE LTD
23 Curzon Street, Derby DE1 2ES
0332 291219

SOFTLINK (N.I.)

Unit 17/2, Valley Business Centre,
67 Church Road, Newtownabbey,
Co. Antrim BT36 7LS.
Tel: (0232) 854333 ext 216.

SPECTRUM SOFTWARE HIRE STARTS AT SOFTLINK. THE LIFE MEMBERSHIP FEE OF £3.00 (STERLING), OPENS UP THE FOLLOWING FACILITIES:–

* SOFTWARE HIRE PRICES START AT £0.75p per HIRE PERIOD.
* HIRE PERIOD IS TEN DAYS (ALLOWING 3 DAYS FOR DELIVERY)
* ALL POST IS PAID BY US (THAT'S RIGHT, WE EVEN PAY THE RETURN POST)
* ALL TOP CHART TITLES ARE AVAILABLE
* EVERY MONTH THERE IS A FREE TO ENTER PRIZE DRAW
* EVERY MONTH THERE IS A SPECIAL HIRE BENEFIT SCHEME
* MANY EX-CHART SOFTWARE TITLES AVAILABLE AT GIVE AWAY PRICES (ie. crystal castles £1.50, bubbler £1.50, the older budget titles are available at £0.50p each. GREAT VALUE)
* SPECIAL CHARITY COLLECTION SCHEMES ARE OPERATED BY THE CLUB (ie. guide dogs for the blind stamp appeal)
* YOU ARE NOT UNDER ANY OBLIGATION TO HIRE OR BUY ANYTHING ONCE ENROLLED IN THE CLUB. IT'S UP TO YOU TO ORDER WHEN YOU WANT TO.
* FIRST HIRE IS FREE. ALL ORDERS ARE DESPATCHED BY 1st class post.
* ARCADE, ARCADE ADVENTURE, ADVENTURE, 3D, EDUCATIONAL, BUSINESS SOFTWARE UTILITIES etc AVAILABLE.

MEMBERSHIP IS ALSO AVAILABLE FOR THE COMMODORE 64 AND AMIGA, AND THE ATARI ST SERIES OF COMPUTERS AND OFFERS THE SAME CONDITIONS AS ABOVE. IF YOU WOULD LIKE TO RECEIVE THE SOFTWARE HIRE CATALOGUE LISTING, THEN WRITE TO OUR ADDRESS ABOVE AND ENCLOSE A LARGE STAMPED ADDRESSED ENVELOPE, OR PHONE OUR TELEPHONE RECORDING MACHINE AND LEAVE RELEVANT DETAILS. MEMBERSHIP ONLY OPEN TO RESIDENTS OF THE UNITED KINGDOM AND IRELAND.

SPECTRUM SOFTWARE LIBRARY

Over 1400 titles
128k & Plus 3 titles available
Games, Educational & Utilities
No membership fee
Send SAE for full details
PO Box 63, Banstead,
Surrey SM7 3QT

WIN WITH COURSEMASTER

NEW

THE COMPUTER HORSERACING PROGRAMME

* RATES ANY RACE IN SECONDS — ANY DAILY NEWSPAPER IS ALL YOU NEED
* NEVER out of date — Both N. Hunt and Flat — Fast data entry.
* AMAZING ACCURACY!! — Now you **CAN BEAT THE BOOKIE!**
* Works on the simple principle that **FAST HORSES BEAT SLOW ONE!!!**
* Clearly identifies best selection in every race plus these **AMAZING** Features:
* First, Second and Third choice shown for Forecasts and Tricasts, etc. Recommends most suitable type of bet.
* Actually works out your **WINNINGS** on most popular bets including (**SINGLES and DOUBLES**, win and each way). **PATENTS, YANKEES, CANADIANS, HEINZ** etc. Good **EACH WAY** and **LONG ODDS** bets clearly shown.
* Will **PRINT** out your **BETTING SLIP** for you.
* Maintains a **BANK ACCOUNT — BET** like **PROFESSIONALS** do! (Records all your bets in any number of accounts. Keep a complete record of your betting or compare **COURSEMASTER** against your favourite tipster.
* **PLUS!!! — THE AMAZING COURSEMASTER SYSTEM.** (This superb betting system is included in the programmer. A system which regularly produces huge wins from small stakes.) Try it! Can pay for itself many times over on the first day!
* Supplied with 20 page **BETTING GUIDE** and **MANUAL.**

FREE HOT TIP THE MONTH TO EVERY PURCHASER
All for £14.95 inc post & packing (disc users please add £2.00 for disc)
Available now for all Spectrums (inc + 3 version), Commodore 64/128, Sinclair QL (add £1.00 for mdrive), Amstrad CPC, All PCW's, BBC and Electron, IBM/PC compatibles. Please state which.

£ STOCKS AND SHARE MASTER

* A complete **STOCKS AND SHARES** manager programme written **SPECIFICALLY** for the **SPECTRUM.**
* Maintains an up-to-date **RECORD** of your portfolio. **PRICES, PROFIT** or **LOSS**. 50 Companies per record. Any number of records.
* **BUY** and **SELL** shares — detailed period analysis of price movement. Should you **BUY, HOLD** or **SELL?**
* See **TOTAL** value of your holding **INDIVIDUAL SHARES.**
* **SPECULATE** or **FORECAST**. Would you be better as a **BEAR, BULL** or **STAG.**
* Whether you play the market or buy privatisation issues then **STOCKMARKET MASTER** will keep you in touch with up to the minute information.
* Feel the buzz and vibration of the markets without risking a penny if you wish. Play the markets before deciding to invest **REAL MONEY.** Flatter your **EGO!** Would you make a **FUND MANAGER?**

The best INVESTMENT you can make at £14.95 inc p&p.
Available for Spectrum only (48k and above inc + 3 disc version). Plus three version add £2.00 for disc.

£ PROFIT FROM YOUR MICRO — YOUR OWN SMALL BUSINESS USING YOUR MICRO

* **WHATEVER** your **MICRO** is you can use it to make a good income! Even if you only have a couple of hours to spare each week!
* We have put together a package of easy, sensible and practical business ideas which can easily be used by anyone with any micro. No computer expertise required!!
* Earn ££'s from home, doing what you enjoy doing — using your **COMPUTER!** It doesn't matter which model.
* You probably already have all you need to start earning.
* **THOUSANDS** of potential customers in your area who will **GLADLY** pay for your services. We will show you how to find them!

Full step-by-step guide to **EARNING MONEY FROM YOUR MICRO**
FREE BUSINESS IDEAS CASSETTE TAPE WITH EVERY COPY £12.95 inc p&p
SPECIAL OFFER: Buy any 2 of the above — discount £2.00. Buy all three — discount £5.00
INTRASET LTD, Dept YS, FREEPOST (no stamp needed), 6 Gilderdale Close, Gorce Covert, Birchwood, Warrington, Cheshire WA3 2BR. (Large SAE for further details)

KOBRAHSOFT

SPECTRUM 48K/128K/ + 2/ + 3 UTILITIES

SP4 TAPE TO + 3 DISC UTILITY: Transfer tapes to + 3 Disc. Many transfer examples. Transfers PROTECTED progs; Handles Pulsing programs; FULL Manual; FREE Disassembler + Header Reader; handles the very latest pulsing programmes: **£9.95, Disc £12.95.**

D.I.C.E.: Multi-function disc utility for the + 3. Modify and read sectors; Back-up discs; FULL DIRectory; Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; Easy to use. "An excellent package", CRASH October '88: **£12.95 on Discs.**

SD4 TAPE TO M/D UTILITY: Transfer MOST tape programs to M/D; Large suite of programs; Transfers PROTECTED programs; FULL Manual; FREE Disassembler: **£7.95 (£9.95 on Cart.).**

SW1 TAPE TO WAFA DRIVE UTILITY: Transfer tapes to Wafadrive. Handles PROTECTED programs; Pulsing programs; FULL Manual; FREE Disassembler: **£7.95.**

SC5 ADVANCED TAPE UTILITY: Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 80K by code compression); Pulsed programs; multi blocks; 128K programs; **£7.95.**

KOBRAHSOFT SPECTRUM MACHINE CODE COURSE: FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler: **£20.**

IMBOS 2.0: Gives 66 new microdrive commands, including MIRROR, FX SOUND, TEXT SCROLL, and many more. Complete with 10-minute demo and ORGAN Programme. **£12.95**

DBI + 3DISC BACK UP UTILITY: Make backups of + 3 ordinary and protected discs; either to DISC or to TAPE. Easy to use. Many other features. Handles MULTI-LOAD programmes. **12.95 on disc.**

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE — BUY WITH CONFIDENCE!

Send cheque/P.O. to: **"KOBRAHSOFT"**, DEPT. YS, "Pleasant View", Hulme Lane, Hulme, Nr. Longton, Stoke-on-Trent, Staffs ST3 5BH. (Overseas: Europe add £1 P&P PER ITEM, others £2. Send s.a.e. (9" × 5") or phone for detailed catalogue. Please mark envelope "ENQUIRY".

For more information please phone: 078 130 5244
Access and Visa welcome.
Please phone above no. (24hr service).

YOUR SINCLAIR CLASSIFIED YOUR SINCLAIR

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

The highly acclaimed Graphic Adventure Writing System

THE QUILL & ILLUSTRATOR

Now at a Bargain Price!
The Quill - £3.99
The Illustrator - £3.99
The Quill and Illustrator Twin Pack - £5.99
Available for The Spectrum, CBM 64 and Amstrad CPC.
State which machine and add 50p p&p. Cheques/PO's to:

GILSOFT INTERNATIONAL LTD.
2 Park Crescent, Barry, S.Glam
CF6 8HD. Tel: 0446 732765

Access/Visa orders accepted.

SPECTRUM REPAIRS

£14.95 inclusive of labour, parts and p&p.
Fast, reliable service by qualified engineers.
Average repair 24hrs.
3 months guarantee on all work.
For help or advice — ring:

H.S. COMPUTER SERVICES
Unit 2, The Orchard
Warton, Preston
Lancs PR4 1BE
Tel: (0772) 632686

48K/128K/+2/+3 UNIQUE FRIENDLY UTILITIES

SPECCIFAX PICTUREBASE SYSTEM — Tape £11.95, +3 Disc £14.95, Microdrive £13.95. Type coloured pictures or text, save in filing system, retrieve, update, display via index, as repeating series or slide projector, print. For artists, admen, cartoonists, gamesters, computer graphics learners.

COMPLETE MACHINE CODE PACKAGE — Tape £8.95, +3 Disc £12.75, Microdrive £10.75. Assemble, disassemble, test, debug, trace, single step, backtrack, breakpoints, hex/binary/decimal displays. Examples given of character/screen/games design and copying tapes. Unique on-line facilities to teach yourself assembler and machine code, instructions supplied. Converts for other discs. Crack, Hack or Learn the Knack.

MICRODRIVE MANAGEMENT AND RECOVERY	Copy, sensible CAT, recover corrupt files	£8.75
RAMDOS MICRODRIVE OPERATING SYSTEM	Random access, screen edit, sort, search	£8.75
MICRODRIVE FREE TEXT DATABASE	Multi-purpose filing system with search	£9.75

SAE for leaflets. Tel 0268 780663 queries. Pay by cheque/PO, airmail 50p EEC, £1.50 world.

ROYBOT YS, 45 HULLBRIDGE ROAD, RAYLEIGH, ESSEX SS6 9NL

ALBATROSS SOFTWARE LTD

'Paramount' Stow Road, Magdalen, Kings Lynn, Norfolk PE34 3BT

COMMANDER *"If I had not already seen the Saga 3 Elite I would have awarded the 2 - a Sinclair User Classic. As it is I'll simply say 'Well done, Saga'." — Sinclair User*
And the price is only ***£54.99*** *(inc VAT) plus £3.00 p&p*

COMMANDER + *"Devastatingly smart ... makes the opposition look like toys ... the best." — Popular Computing Weekly*
"It transforms the humble Spectrum." — Sinclair User
"... will release the full potential of your Speccy ... super dooper ..." — Your Sinclair
At its new low price of ***£79.99*** *(inc VAT + £3.50 p&p) the Saga 3, with its own number pad*

Overseas — deduct 15% VAT and add an additional £2 for sea postage and packaging

FOR ENQUIRIES PLEASE CALL 0553 811428 — 24 hour answer service

AUTHORISED SINCLAIR/ AMSTRAD REPAIR AGENTS

EXPERT REPAIRS FROM THE UK'S BIGGEST SINCLAIR/AMSTRAD REPAIR ORGANISATION. FULL TEST EQUIPMENT, REPAIR PROCEDURES AND COMPONENTS TO ORIGINAL MANUFACTURERS SPECIFICATIONS.

Spectrum 48K/Plus	£19.95	Amstrad PCW8256	£65.00
Sinclair QL	£34.95	Amstrad PCW8512	£75.00
Spectrum 128K	£22.95	Amstrad PCW9512	£85.00
Spectrum Plus 2	£24.95	Amstrad PC1512	£95.00
Spectrum Plus 3	£34.95	Amstrad PC1640	£105.00
Amstrad CPC464 (inc Monitor)	£34.95	Amstrad DMP2000	£44.95
Amstrad CPC6128 (inc Monotor)	£39.95	Amstrad DMP3000	£49.95
Amstrad CPC664 (inc Monitor)	£39.95	Amstrad DMP4000	£69.95

Prices include: VAT, post, packing, parts, labour and insurance.
Prices exclude: Hard Drive or Cathode Ray Tube replacement.
To send us your micro for repair, mail it securely packed and accompanied by a cheque or postal order (made out to Verran Micro-Maintenance Ltd) or quote your Access or Barclaycard number and this reference — YS205.

VERRAN MICRO-MAINTENANCE LIMITED
Units 2H and 2J Albany Park, Frimley Road, Camberley, Surrey GU15 2PL
Tel: 0276 66266 Fax: 0276 692280 Telex: 858199

COMPUTER REPAIRS

Fixed Super Low Prices!
Inclusive of parts, labour and VAT

FIRST AID FOR TECHNOLOGY

1 WEEK TURNAROUND

★ SPECIAL OFFERS ★

SPECTRUMS	£14 inc. Free game	VIC 20, C+4	£22 inc
SPECTRUM 128	£18 inc	ELECTRON	£19 inc
C64	£22 inc Free game	SPEC +2	£25 inc
		SPEC +3	£32 inc
C128	£29 inc	SPECTRUM P.S.U. SALE	£10 inc
C16	£18 inc	C64 P.S.U. FOR SALE	£20 inc

Please enclose payment with item — 3 month warranty on repair
Please enclose advert with repair

W.T.S. ELECTRONICS (YS)
Studio Master House, Chaulend Lane, Luton, Beds LU4 8EZ
Tel: 0582 491 949 (4 lines)

SPECTRUM SOFTWARE by LERM. WITH FULL MONEY BACK GUARANTEE.

TAPE UTILITY B

TU.B - COPIES MOST TAPES EVEN JERKY AND MANY OF THE RECENT COUNTDOWN LOADERS. EVEN CONVERTS MANY SECURED PROGRAMS TO NORMAL SPEED FOR RELIABLE LOADING + TRANSFER. MEASURES LOADING SPEED, COPIES EXACTLY BLOCKS - EVEN OVER 51K, ETC. £7.50

TP5.

TP5 - TRANSFERS HUNDREDS OF PROGRAMS FROM TAPE TO YOUR DRIVE SYSTEM (INC PLUS 3). MANAGES SOME PROGRAMS HARDWARE DEVICES CAN'T DO! HANDLES JERKY AND COUNTDOWN LOADERS EASILY. INCLUDES USEFUL UTILITIES. NOT FOR THE NOVICE. £12 (+£1 ON M/DRIVE). INFORMATION BOOK 1 - DETAILS ON 400 TRANSFERS USING TP5 £2.50. BOOK 2 COVERS 160 FOR £2.50 - MANY TOP 20 HITS INCLUDING SOME 128K PROGRAMS.

MICROMATE

"PERFECT ADDITION TO M/DRIVE"
"MORE POWER WITHOUT THE PRICE"
YS JULY 1988

THE PROGRAM PAYS FOR ITSELF. FOR 1/2 DRIVE SYSTEMS. EVEN IF YOU HAVE A M/DRIVE UTILITY YOU HAVEN'T ANYTHING LIKE MICROMATE. OPTIONS INCLUDE: FORMAT (APPROX 104K), CLONE, SECTOR EDITOR, BOOT PROG, RENAME, RECONDITIONS AND REPAIRS CART, MULTIPLE ERASE, TRUE CAT, TAPE TO DRIVE, UNQUIE FAST DRIVE TO DRIVE COPIER, DRIVE TO TAPE (+ NONE STOP.). SOLD ON CARTRIDGE - NORMALLY £13.99. SPECIAL OFFER £11.99 - LIMITED PERIOD ONLY.

NEW! Z80 TOOLKIT 2.

"EXCELLENT VALUE FOR MONEY"
"BRILLIANT PACKAGE"
"IF ITS NOT IN TOOLKIT YOU DON'T NEED IT". YS JULY 1988.

POWERFUL ASSEMBLER, AND NOW A PROGRAM TO DO THE REVERSE - M/CODE TO SOURCE. TOOLKIT WITH DISASSEMBLER, SINGLE STEPPER, DE-BUG, HEX TO DEC, ETC. UNRIVALLED AT £8.99

BRAND NEW M/DRIVE CARTRIDGES - £1.75 EACH POST FREE. MINIMUM 4.
CODE COMPRESSOR - £4.50. UPDATE SERVICE AVAILABLE.

STATE TYPE OF SPECTRUM + DISC SYSTEM WHEN ORDERING e.g PLUS 3 or 128k Sinclair with OPUS.

SAE FOR DETAILS. POST FREE EUT +£1 Europe, £2 rest.

LERM, 11 BEACONSFIELD CLOSE, WHITLEY BAY, TYNE AND WEAR. NE25 9UW. ☎ 091-2533615.

SPECTRUM REPAIRS

128K FAULTS £20.0048K FAULTS £14.00
48K KEYBOARD FAULTS £9.004116 MEMORY 1C £0.50
4164 MEMORY 1C £1.70Z80 CPU £2.10
MANY OTHER SPARES STOCKED
MINIMUM ORDER £5
ALL PRICES INCLUDE VAT AND RETURN POSTAGE

R.A. ELECTRONICS

133 London Road South, Lowestoft, Suffolk NR33 0AX TEL: 0502 566289

POOLS PREDICTOR

AT LAST! There is an Alternative

TWO UNIQUE SYSTEMS IN ONE

- PREDICTS — Draws, Homes & Aways. NO Need to Upgrade Each Year.
- ABSOLUTE — Ease of Use Built In. and FAST.
- NO — Fiddly Fixtures List or Redundant Databases
- * PREDICTIONS — Based on teams form NOW. Printer support for ALL Predictions.
- * AVAILABLE — At £17.99 for Amstrad/IBM Pcs, Amstrad PCWs. £12.95 Spectrum 128/48K.

DO YOU PLAY THE 'TIMES' PORTFOLIO?
Have your playing cards checked automatically with our easy to use program. For use on: Amstrad/IBM PCs & Amstrad PCWs.
It could quickly pay for itself at just £12.95 inclusive.

C.C.S. Language Tutorial.
A unique programmable (Spoken) Language Tutorial. YOU set the questions. Has to be seen to be believed. Amstrad/IBM PCs & Amstrad PCWs. Price: £89.95 Inc Tuition.
Please Write/Phone for details

Corwen Computer Systems
The Old Barn, Chapel Street, Corwen
CLWYD LL21 0ER. Tel: (0490) 2902/2294
We only sell our OWN Software.

INPUT · OUTPUT

YOUR SINCLAIR
14, RATHBONE PLACE
LONDON W1P 1DE

HARDWARE



■ 128K Spectrum with three interfaces, Multiprint, Snapshot and Turbo, loadsa software, black and white TV, boxed with manuals, worth £600 including everything. Accept £195 ono. Phone Robin on Occold 354.
■ Spectrum+ for sale, tape recorder, interface, and joystick, plus over 300 games, all in excellent condition, £100. Phone Glasgow 373 080 and ask for Steph (after 5pm).
■ Electron computer, interface, joystick, 61 games, cover, recorder, three programming books, leads, £60.
■ For sale: Data Teletext adapter for the Spectrum+, Spectrum 128, and Spectrum +2 in perfect condition, £50. Phone Bedworth 362319. Ask for Stephen Blood (Oo-er, spooky!)
■ Spectrum 128K +2 — only a few months old, still boxed and under guarantee — Cheetah joystick, 80 original games inc. *Out Run, ATF, Gryzor*, worth £250, sell for £160. Phone (01) 794 7493 after 6pm.
■ Spectrum +2 with Mach 1 joystick, Currah speech synthesiser, lots of games, machine code books and assembler. All in good condition. Any offers, no matter how low. Tel. (0502) 516487. (Lowestoft).
■ Spectrum +3 for sale, still with box, excellent condition with two joysticks, £200 of games, mags and books, a bargain! Sell for £190 ono. Phone Daventry 77909. Ask for Gary.
■ 128K +2, Sinclair and Cheetah joysticks, Kempston mouse, light pen, £500 worth of good games. All worth around £800, sell for £350. Phone (0689) 22970. Ask for Matt after 6.30pm.
■ Double port Kempston joystick interface with Quickshot 2 joystick. Interface has built in reset button. Three weeks old, unwanted present. Will sell for £22 ono. Phone Airdrie (0236) 68971 and ask for Scott.
■ Two Spectrum +3's for sale! Including joystick, blank disks, compilation disks, printer lead, and cassette leads! All boxed as new. Only £175 ono. For further details ring (01) 505 1154!!
■ Two Spectrum +'s for sale. £1,000 worth of games, two joysticks, Kempston Quickshot Competition Pro, two interfaces, two cassette recorders. All worth £1,438. Sell for £250. Tel. Gavin after 3pm on (0903) 716584.
■ Buy my £500+ worth of software for £450 (ono) and get my Spectrum 128, my +3 joystick, and tape recorder FREE! Worth over £900. Ask for Chris on (0592) 772058.
■ Wanted — Speccy 128! Will swop for software including *Gnome Ranger, Scruples, Starglider, Home Office* or will swop selection for NLQ printer or multiface. Contact Nick (01) 504 5083 after 5pm.
■ For sale: 48K Spectrum, just had service, with software worth over £120. Sell for £60 ono. Tel. Doncaster (0302) 532195, ask for Lee (after 6pm).
■ Multiface 1 boxed, £25, Wafa Drive and wafers £25. Both as new. Currah speech pack £7.50. Post free if required. Phone 0792 872714. Ask for Ron.
■ Spectrum +, Datacorder, joystick, interface, lots of games, cost around £250! Sell for £80. Tel Steven on (061) 431 0506. Will deliver in Manchester area.
■ Spectrum +2, including over 40 games such as *Mickey Mouse*. Also joystick and loadsa mags. Will swop for Spectrum +3, or £120. Phone Ware 2255.
■ Spectrum +, with leads, joystick and interface, 118 original games (200+) and tape recorder. Worth £300, sell for £125. Phone Brian, Leeds, 400281 after 6pm.
■ Spectrum 128K +2 for sale. Slow motion interface and over £200 of games for sale. £150 ono. Phone Paul on (0362) 87693 or write to Paul, Woodstock, Scarning, Dereham, Norfolk.

SOFTWARE

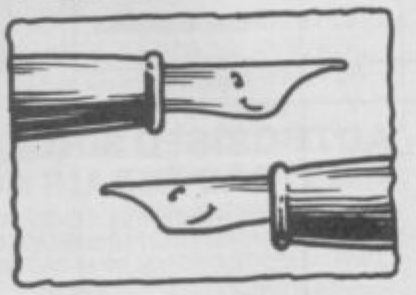


■ Great games to swop. Your list for mine. Barry Dooley, Ballymacarbry, Clonmel, Co. Waterford, Eire, or phone (052) 36149.
■ Forget the rest, contact the best! Send your list to Dack, 103 Wyckham Road, Castle Bromwich, Birmingham B36 0HT.
■ The Software Swop Agency — often imitated, never beaten. Hurry! Send your list of what you've got and what you want. Send sae for details. Cobblestone, Mill Lane, Halford, Warwickshire.
■ Swop my old games (*Marsport, WOTT, Tapper*) for your new games. I want *Space Harrier, Footy Manager 2*. Send your list for mine. Chris Down, Glengarry, Sweeters Piece, Mortimer, Reading, Berks.
■ Software to swop, recent titles including *Tracksuit Manager* and *Target Renegade*. All letters answered. Write to Russel Butterworth, 7 Glentworth Road, Redland, Bristol, BS6 7EG. Write now (please).
■ I have over 600 games to swop. Many recent titles. Send your list for mine. Write to Simon Mouncher, 23 Vulcan Close, Padgate, Warrington, WA2 0HL.
■ BRILL! COOL! FAB! *Rygar, Ramparts, Turbo Esprit, Paperboy* for *Barbarian I* or *II, Predator*, or *Out Run*. Write to Antony, 7 Culiford Crescent, Canford Heath, Poole BH17 9DL.
■ Wanted *Arkanoid*. Will swop for any one of *Trantor, Platoon, Now Games Five*. Contact Leigh at (0344) 779269.
■ Have over 1000 titles to swop including *Vindicator, Alien Syndrome*. Send your list for mine. Will answer all letters. Mario Ibrev, Jaime Cibks, 2790 Apto A, Montevideo, Uraguay, South America.
■ I will swop *Target Renegade* for *Skate Crazy*. Also *Dan Dare* or *KickStart 2* for *Frank Bruno*. Phone (0992) 892019 during *Neighbours*.
■ Wanted, *The Double, Beatle Quest*, and *London Adventure*. Will buy or swop, Barry on Nottingham 205504. Originals only.

Roses are red, violets are violet, read *Input/Output* or we'll threaten you with violence. (Us? Be nice for Valentine's Day? You must be joking!)

■ Speccy and C64 owner wants to swop software with anyone from all over the world. All letters will be answered. Just write to Ricardo Pereira, Rua Das Rosas, 36, R/C Esq., Moreira Maia, 4470 maia, Portugal.
■ Have 500 games to swop. Latest games include *M. Day 2, Crazy Cars, Gauntlet 2, Buggy Boy*. I would also like any rock music, Bon Jovi, Ratt, Metallica, etc. Send your list to Graham Finney, 14 Greenhill Road, Billinge, Nr Wigan, Lancs WN5 7LG.
■ Want to swop games? So do I! Send your list for mine. Jorge Ponsela, R. Luis Pastor de Macedo Lote 33.30, Portugal.
■ Swop my *Garfield* for your *OutRun* or whatever. Please send your list to 100 Chapman Road, Gordons Bay, 7150 South Africa (originals only).
■ Do you want to swop games? I've 250 games to swop. Johan Peters, Cath V Renesstriz, Zandvoort, Holland 2041BJ.
■ I have got over 550 games to swop including *Karnov, Crazy Cars, Target Renegade, Action Force 2, Rastan* and *Dan Dare 2*. Send your list for mine, will answer all letters. Matthew Hassall, 41 Marian Drive, Gt. Boughton, Chester, Cheshire CH3 5RX.
■ I have over 1,200 games to swop with you. Send your list for mine. Write to Hugo Diogo, Rua Joad Evangelista No. 24, 6000 Castelo Branco, Portugal.
■ Do you want to swop games with me? If you do then send a list to J. Schuttert, Pinksterbloemstraat 8, 2802 z.p. Gouda, Holland.
■ Wanted *Tai-Pan, Target Renegade, Bionic Commandos, 720°*. Will swop for *Renegade, OutRun, Solid Gold, Combat School*, and *Matchday 2*. Originals only. My five for your four. I also want to buy cheap 128 games, Emil Lee Engeland, Mehlen 8c, 3074 Skoger, Norway.
■ Wanted: *Elite*. Must work for my +2. I will swop for *Crazy Cars, Now Games 3* and *Hacker*. Contact Dave Pettit, 44 Glapthorn Road, Oundle, Peterborough, PE8 4PP.
■ Will swop *Firefly* for *Bionic Commandos*, and *Flying Shark* for either *Roadblasters, Dark Side, Where Time Stood Still*, or any other hit game. If interested, phone (0506) 631339.

PEN PALS



■ Hiya! I'm 16 and am interested in games, and having a girl as a pen pal. Please send to P. O'Regan, 8 Clashdov Road, Togher, Cork, Co. Cork, Rep. of Ireland. Guaranteed a big reply. Hope to hear from you.
■ Fifteen year old male seeking female pen pal of any age. Interests include computers, football, and pop music. Photo if possible please. Richard Carne, 16 Roman Road, St. Budeaux, Plymouth, Devon.
■ Twelve year old male seeks 11 to 13 year old male or female pen pal who has a Spectrum computer. Interests include badminton, Speccys, soccer and *Neighbours*. If interested, please contact Craig Spence, Wideford Mains, St. Ola, Kirkwall, Orkney Isles, Scotland KW15 1SS.
■ Desperate 15 year old male requires female pen pal of similar age. All letters replied to. PLEASE make my day by writing to Simon, 21 Newlands Avenue, Bexhill, East Sussex, TN39 4HA.
■ Twelve year old hunk of a Speccy owner, looking for gorgeous Miss World of same age. Tips for sale, but if a real beauty (enclose photo) will give some free! Brian Mullen, 2 Ballybride, Roscommon, Eire.
■ Hi! My name's Richard and I'm looking for an attractive female pen pal aged 12-13. So, get writing to Richard Hunt, Saddlers Mead, Northlands, Sibsey, Boston, Lincs. PE22 0UA. PS Please enclose photo.
■ Anyone want a pen pal? I've got over 300 games. Anyone will do, any sex, any age. If interested, write to Ian Mellors, 101 William Street, Long Eaton, Notts, NG10 4GR, England.
■ Do you like heavy metal? If you do then write a letter to me so we can swop music tapes. Write to Thorvald Gunnarsson, Hverfisgata 49, 101 Rekjavik, Iceland.
■ I have lots of new games to swop. Send your list for mine, Juan Abreu, Jaime Cibils 2790, AP1 Montevideo, Rep O del Uraguay, South America.
■ Twelve year old female looking for a pen friend age 11-13, female or male. I have a Speccy +2. I collect scraps, I like music, and swimming. Write to T. Beattie, 41 Brownhill Place, Charleston, Dundee, DD2 4JU.
■ Two males 16 and 14, looking for two females of same age. Interests include sport and having fun. Please include photo. London area. All replies answered. Andrew and Peter, 7 Milton House, Kingsnympton Park, Kingston, Surrey. KT2 7TL.
■ Pen pals wanted to swop games, music. Have over 600 games to swop. Write to Craig Eades, 23 Kilton Place, Pitsmoor, Sheffield, S3 9LW.
■ Alien from a distant star wants humanoid creatures to communicate with. I have nearly 350 games to swop. Write to Trevor Holloway, 1 Solent Close, Lymington, Hants, SO41 9ST (Naa Noo Naa Noo)
■ Portuguese boy looking for pen pals of any age, sex and nationality, to swop games. Your list for mine. Many titles. Write to Davia Filipe Dias Ferreira, Av. 25 de Abril, 7 Porteira, 2800 Almado.

BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

❑ Hardware ❑ Software ❑ Wanted ❑ Messages & Events ❑ Pen Pals ❑ Lonely Hearts ❑ Fanzines

Name...

Address...

.... Postcode..

MAGAZINE HEALTH WARNING Think before you snip - most people use a photocopy instead.

YS 39

Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output.

WANTED



■ Help! Desperate adventurer is looking for copies of the adventure magazines *What Now* and *Adventure Handbook*, both from the now late 'H & D Services'. Please send details to Silvia Janssen, Whilhelminastr 1, 604g AJ Herten, Netherlands.
■ Wanted! Add-ons for Spectrum, mouse, disk drive, printer. Buy or swop loads of software. Write to Neil Richardson, 59 Thirlmere Road, Ridge Estate, Lancaster LA1 3LL.
■ Wanted! Any software for 128K Spectrum or 48K Basic. Will pay for good tapes. Phone (0379) 741378.
■ Wanted! Snapshot II in perfect order. Will pay up to £15 sterling. Write now to Conor Feely, Dunleckney, Bagenalstown, Co. Carlow, Ireland.
■ Wanted! *Daley Thompson's Decathlon*. Swop for all of these, *Green Beret, Spy Hunter, Light Force, Sam Stoat, Galvan, Dandy, Breakthru, Yie Ar Kung Fu, Dragon's Lair* plus two mystery games! Phone St. Helens 54714 and ask for John.
■ Power pack for ZX81 wanted. Will buy for five pounds. Phone Darren on (0382) 84797.
■ Wanted! Sinclair joystick for my +3. Willing to pay a reasonable price. Phone Redditch, 401788 and ask for Horness.
■ Wanted! Keyboard, software, joystick, printer, disk drive, for 48K Spectrum. Also CBM 64 computer. Send details & price to Michael Byrne, 31 St. Fintans Villas, Deansgrange, Co. Dublin, Eire.
■ Wanted! *720°*. Will swop for two of *Back To School, Skool Daze, Tarzan, Gunrunner, Samuari Trilogy, Deathscape, Super Soccer,* and *Captain America*. Phone (0603) 745974 and ask for Mark. Originals only.
■ Wanted! *Spyhunter*. Swop for, *Garfield, Confrontation, Odd Job Eddie* 128K, *Witchfiend* 128K, *Ian Botham's Test Match* 128K and *Super File* 128K. The number of James' telling bone is (0403) 51971.
■ Multiface 3 or other program for transfering games to disk. £25 for Multiface or £5 for program. Contact Steven Wilson, c/o SSgt. Williams, G2/G3 Branch, HQ 1 Armd Div. BFPO 32. (Steven says he'll pay postage!)
■ Wanted! Multiface 128. Will swop for *Computer Classics 2, Computer Hits 4,* and *Coin-op Connexion*. Instructions please. Write to, Richard MacDonald, 43 Rannoch Road, Letham, Perth, PH1 2BY. Any offers?
■ Wanted! *Sorcerer Lord*, or any wargame. Also *Bards Tale, Virus, Black Lamp,* or *Elite*. Will swop for other software. Phone Richard, after 6pm on (061) 652 3128.
■ I urgently want football management games. Will swop *Game Over* and *Ramparts*, one for one. Must be in Newcastle area, so phone Gary on (091) 413 3284. Please hurry!
■ Wanted! *The Double, Gary Lineker's Super Soccer*. Will swop *Super Sports Basketball, Roadblasters, 10 Great Games Vol. 1* (48K). Write to J. Robertson, Cwmpalis, Gibeon, St. Clears, Dyfed, SA33 4DS and ask for Joe.
■ Wanted *Barbarian II, Where Time Stood Still, Last Ninja Two, World Class Leaderboard*. Will swop for *Hercules, Star Wars, Gunrunner, Dizzy, Return To Oz*. Phone (0349) 62428. Ask for David after 4pm.
■ Wanted! *Wonderboy* and *Pacland*. Will swop for *Roadblasters* and *Matchday II*. Also wanted Multiface 128, will swop for *Game, Set And Match, Computer Hits 1 & 2* and *Games Part 3*.
■ Swop *Indiana Jones, OutRun, Galvan, Death Wish III,* and *Shadow Skimmer* for *Bubble Bobble, Exolon, Karnov, Rastan* or *Heartland*. Swop all or one for one. write to Dorian Ace, 7 Kimberley Rd. Sixbells, Abertillery, Gwent, NP3 2PT.
■ Badly wanted. Please, please has anyone got *Iron Horse?* If you have, I will give you a reasonable price. Please ring (01) 592 9386 between 4pm and 9pm. Thank you, bye.
■ Will swop new MSX mouse (worth £60) for Multiface 128. Phone Neal on (0603) 612379. (Norwich).
■ Wanted! *Flying Shark, Target Renegade, Marauder, Barbarian 2, Hot Shot, Phantom Club, Last Ninja I* and *II*, for my *Freddy Hardest, Gryzor, Exolon, Trantor, We Are The Champions, Gauntlet 2*. Desperate for *Rolling Thunder*. May change games to suit swopper. Phone (0829) 52551 and ask for Iain.
■ I've great games to swop. The best and latest including *Roadblasters, OutRun, Flintstones*. Reply guaranteed. Send list to Ian Garner, 19 Rochester Grove, Hazel Grove, Stockport SK7 4JD.
■ Twenty-one year old male with Spectrum 128K wants to swop games. Interested? Send list. Also wanted penpals. Will answer all letters. Write to Dave, 31 Poplar Court, Bramley, Leeds, LS13 4SW.
■ I will swop *Space Harrier* for *Barbarian* or for *Army Moves*. Phone Robert on 0892 65 4057 after 7pm.
■ Wanted! Homegrown software (any kind) to share with others. Small payment given, but must be your own, original code or Basic! Details from Ron Cavers, 605 Loughborough Road, Birstall, Leicester LE4 4NJ.

MESSAGES AND EVENTS



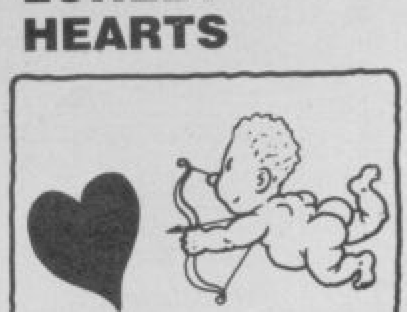
■ All Micro's Club, MSX, Speccy 128, +2, 48K. Exchange, members across world, free members, send list to All Micro's, 18 de Julio 1314, L.27 Montevideo, Uruguay, South America.
■ Wafadrive owners! Anyone interested in wafadrives (especially with knowlege of protection or bootstrap programs) or with wafas for sale? Contact Mark Lambert, 46 Lingholme, Chester-le-Street, Co. Durham, DH2 2TP.
■ Free two turns to anyone who joins new PBM strategy game. If you're interested, then send an sae for details. 11 Woodlands Ave, Preston, Lancs, PR2 6DT. Female penfriends needed also.
■ To Lewis, keep up the very good work with the legendary *Micro Mania*. *Micro Mag* feels better for it!
■ +3 homegrown software, *Fruity* and *Star Wars*. For more info contact Matthew Godbolt at Forest Lane, East Horsely, Surrey, KT24 5HU or 'phone. (E. Horsley) 5284.
■ PBM *Clash* is brilliant! It has economics, diplomacy, and strategy for only £1.50 a month. Send for details to *Clash*, Sunnyfield Cottage, Station Road, Langworth, Lincoln, LN3 5BO now!
■ Wanted! Five players for *Diplomacy* the board game. Players must have the game. Send your name and address and country you would like, all letters answered, European players welcome, to, Daniel Sullivan, 18 Coolroe Heights, Ballincollig, Co. Cork, Ireland.
■ Come on +3 owners, get writing to me! I have lots of games and utilities to swop. Stephen Sophos, Kato Dexameni, 34600 Nea Artaki, Halkidiki, Greece.
■ Do you write machine code games with graphics and sound? If so, send an example of your work to us for evaluation, Matthew Williams, 6 Tower Road North, Meswall, Wirral, Merseyside.

FANZINES



■ *Micro Mag* is the best tape fanzine! Send £1 to A. Everingham, Micro Mag, The Bungalow, Keycol Hill, Newington, Kent, ME9 8NA.
■ No. 1 of *Spec User* now on sale. Send a cheque/postal order for 50p to *Spec User*, 9 Lime Street, South Moor, Stanley, Co. Durham, OH9 7EJ. Contains POKEs, programs, hints, maps, tips, reviews.
■ For Issue 1 of *Help!* Full of POKEs, maps, hints, and tips. Just send some of the latest POKEs, hints, tips, or maps to Chesil Cottage, Abbotsbury, Weymouth, Dorset, DT3 4JT.
■ Do you want to program using advanced machine code? The *Advance Z80* course will teach you how. The new mag for programming is out this October. Just send 50p for Issue 1. Try it for yourself!
■ *Specs!* It's bigger and fuller than ever! Tips, news, reviews... and more! Send £1 for latest issue to *Specs*, 17 Bullingdon Road, Oxford, Oxon. Cheques/POs to Paul Harrison please.
■ Want to put your art skills to use? *Iscool* fanzine needs an artist to design its front covers. Send a sample of your work to Rastan Advert *Iscool*, 23 Cowper road, Bournemouth, BN9 2UJ.
■ *Games Not Included!* Issue No. 1. Thirty pages of tips, free poster, and 20 pages of pre/reviews. Send £1 PO/cheque to Simon, 17 Brooklands Road, Swinton, Manchester, M27 3AT.
■ *Adventure Probe*, Dept. H, 24 Maes y cwm, Llandudno, Gwynedd, LL30 1JE.
■ *Homegrown*. No. 1 for homegrown software. Issue 1 out now, only 50p. Send to Miss I. Young, Tintagel House, Salisbury Road, Edmonton, London N9 9TF (with demo tape) (*Homegrown* authors! We need you!)
■ I'm here to tell you about *Rom*, a new Spectrum fanzine packed with reviews and tips. Issue one out now. Send a large sae and £1 to G. Foster, 20 Fordston Ave, Preesall, Blackpool, FY6 0EB.
■ *Basic* is the new fanzine for you. For the latest issue, just send a cheque/po for £1.30 to Kenny Jarman, 18 Poplar Close, Biggleswade, Beds, SG18 0EW.
■ *Microphobia*, issue seven out soon. It's full of screenshots, reviews, competitions, POKEs, hardware, PBM, adventures, previews plus much more. Send 40p plus sae to Gerald Preston, 5 Meadow Park, Garstang, Lancs, PR3 1TA.
■ *Tech 48*. New mag. POKEs, hints, tips, reviews, and more. Send sae and 40p for immediate despatch to *Tech 48*, 84 Hidcote Roads, Oadby, Leics, LE2 5PE.

LONELY HEARTS

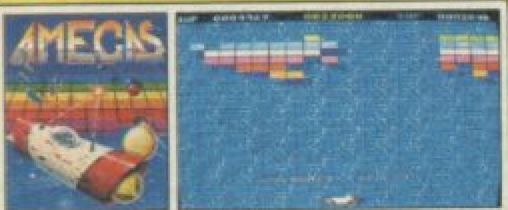


■ Lonely (sniff, sniff) 11 year old Speccy owner seeks good looking female to cheer him up, oh, and please send a photo. P.S. If you don't send a photo, you might not get a reply. Write to Colin Beveridge, 28 Wilton Drive, Glasgow, G20 6RX.
■ Lonely male, aged 16, seeks slim and attractive female, aged 16-20. Please send photo and write to Paul Turner, 80 Bloomfield Street North, Halesowen, West Midlands, B63 3RF.
■ Hunky 13 year old male seeks fun loving female of 13 to 15. Write to George Kinnaird, 14 St. Gerardines Road, Lossie, Moray, IU31 6JY.
■ Attractive female, 14 seeks male penpals for a bit of fun. Likes dogs, motorbikes and smelly socks. Write to W. Boyd, 19 Donegal Way, Glenfield, Carrick-Fergus, Co. Antrim, N. Ireland, BT38 7SE.
■ Fifteen year old boy seeks attractive girl, age 14-18, who likes most chart music, and having a laugh. Send photo, if possible to Scott McLaren, 16 Lyndhurst Terrace, Dundee D2 3HP.
■ 23 year old cuddly male looking for female friends for fun and romance. Likes Russian Dwarf Hamsters, kebabs and pop music. Please write to Jim, 173 Shakespeare Road, London, SE24 0PY.
■ 16 year old male seeks females of around the same age. Write to Stephen Rogers, 7 Oaklands Crescent, Southwick, Sunderland, Tyne and Wear, SR5 5AP. Enclose photo. A reply is guaranteed.
■ Two males, both aged 15, seek two nice looking females aged 14-16. Must come from Scotland and like most chart music. Please include photos. Write to Gavin and Jason, Dundurcas Farm, Rothers, Morayshire, IV33 7AE.
■ Hi! I'm 13 and looking for any male friends between 13-16. So don't delay! Photo if possible. Bye! Helen Grant, 190 Gladstone Road, Barry, South Glamorgan, C76 6ND.
■ Fourteen year old male seeks 12-15 year old female, who likes music and having fun. Please enclose photo if possible. Shalom Dinut, Ramut 5/7 Jerusalem 97729, Israel.
■ Hi! I'm an attractive fun loving male body builder, aged 13. If you are around my age, write to Simon Manson, 15 Copley Mount, Copley, Halifax, West Yorks.
■ Twenty year old male searching for female pen pals, aged 16+, for fun or maybe romance. Please enclose photo if possible, and a friendly letter introducing yourself. All letters answered. Geoff Roberts, 402 Poulton Road, Wallasey, Merseyside L44 5SF.
■ Little furry creature would like to chat to creaturess. If you want some fun, send some hay and a photo to Mr Hamster, 42 Severn Acres, Orton Brimbles, Peterboro' PE2 0XH.
■ Wanted: Nice and beautiful girl for a very lonely boy. Likes computers, and having fun. Has many friends. Must be aged 12-14. Please send photo. Please ring (0209) 216917 quick!
■ 14 year old male seeks good looking female between ages of 14-16. Must live in London area. Enclose photo. Write to Darren Douglas, 4 Purves Road, Harlesden, London NW10 5SU.
■ Lonely boy aged 18, seeks female company (local area preferably) for warm friendly relationship. Many interests, great sense of humour. Please contact Steve Farmer, 72 Plumbe Street, Burnley, Lancs, BB11 3AW.
■ I am a 26 year old good looking male looking for good looking female, 18 to 27, who is young, free and single. So write to Ian Hayes soon, please, with photo, at 606 Middle Road, Ravenhill, Swansea SA5 5DL.
■ 14+ female needed. Desperate male who likes girls and Speccys is waiting. Please send photo, all letters answered. Please hurry. P.S. Witty people only!! Ant, 11 Greenhill Close, Narborough, Leics.
■ Two lads aged 17 seeks two good looking ladies for going out and generally having a good time. Photos please. Chris Powell, 25 Leggatts Wood Ave, Watford, Herts.
■ Yo! Barrie here, I'm looking for girls who like having a good time and music like Bros & Wet Wet Wet. If poss. please send photo. 113 Hawthorn Rd, Middleston Moor, Spennymoor, Co Durham.
■ Two desirable hunky males seek two very attractive girls aged 13-15 yrs. Photo if possible please. Our hobbies include music, computing and most sports. Graeme Biggins, 6 Ewan Way, Stanway, Colchester, Essex.
■ 19 year-old female seeks good looking male 18-21, send photo please. Ann Corcoran, 37 Garry Drive, Fox Bar, Paisley Scotland.
■ Lonely male aged 16 seeks attractive girl 15-17 for relationship. If you live in the S. Yorkshire area, please write, including photo, to Andrew Mason, 31 Furnival Way, Whiston, Rotherham, S. Yorks.

Editor Teresa Maughan; **Art Editor** Catherine Higgs; **Deputy Editor** Matt Bielby; **Production Editor** Jackie Ryan; **Staff Writer** Duncan MacDonald; **Designer** Thor Goodall; **Editorial Assistant** David Wilson; **Technical Consultant** David McCandless; **Contributors** Marcus Berkmann, Richard Blaine, Ciarán Brennan, Jonathan Davies, Mike Gerrard, Sean Kelly, Catherine Peters, Rachael Smith, Phil South; **Advertisement Manager** Simon Stansfield; **Advertisement Executive** Stephen Bloy; **Advertisement Director** Alistair Ramsay; **Production Manager** Judith Middleton; **Advertisement Production** Katherine Balchin; **Marketing Manager** Bryan Denyer; **Publisher** Terry Grimwood; **Finance Director** Colin Crawford; **Managing Director** Stephen England; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone** (all departments) 01-631 1433. **Telex** 8954139 DennisG. **Fax** 01-636 5668. Company registered in England. **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web, Plymouth Devon; **Distribution** Seymour Press, 334 Brixton Road, London SW9 (Telephone 01-733 4444).

All material in *Your Sinclair* © 1989 Felden Productions, and may not be reproduced in whole or part without the written consent of the publishers. *Your Sinclair* is a monthly publication.

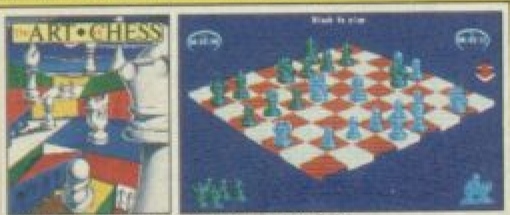
FREE! TENSTAR PACK WORTH OVER £229!



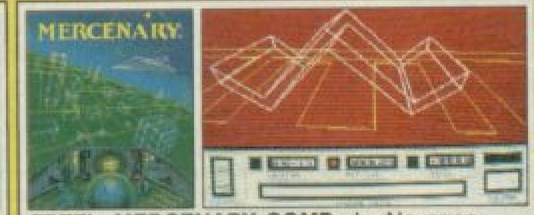
FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



FREE! - MERCENARY COMP - by Novagen



FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psygnosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

Commodore AMIGA



£346.95 +VAT= £399

INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE.

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE INC VAT:	**£399**

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE INC VAT:	**£649**

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
	£229.50

TOTAL RRP: £229.50 INC VAT

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF-CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P OBA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept CMSHW 1188, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

.... Postcode: ....

Do you already own a computer
If so, which one do you own? ....

FUTURE SHOCKS

Corky o'rorky! The games keep acoming! How's about checking out this little lot, 'looking the way they like, and liking the way they look!?' *(You're fired! Ed)*



If you've ever played a French game you'll know that they tend to be a bit, erm, funny. The croissant crunchers have rather different ideas about what constitutes 'playability' to the rest of us.

***Captain Blood* is similarly 'strange' — as are the people behind it — but luckily it's also rather good. After much success on the ST and other systems it finally hits the Spectrum, just in time for YS to present a pot pourri of 'spook' facts about the game they're calling (cue Vincent Price tone)**

CAPTAIN BLOOD

INTERESTING 'SPOOK' FACTS ABOUT *CAPTAIN BLOOD*

(1) *Captain Blood* is a VERY big game. There are 36,000 (36,000!) planets for you to explore, and if you don't go through them with some sort of 'plan' in mind you'll probably find yourself playing for a very long time. Ooh la la!

(2) *Captain Blood* is released on a special 'prestige' label Infogrames/Exxos. Everyone at Exxos is apparently 'inspired' by the great 'god' Exxos. They show their devotion to him by dressing up in bizarre head dresses based on the quill of a fountain pen (?) and performing strange ceremonies. At a recent Paris show numerous Exxos employees took a computer out into the streets and sacrificed it to their 'god' with the use of a big hammer. After this weird spook ritual all the French journalists scurried over and took a piece of the unlucky computer home as a souvenir. Our informant tells us the computer was 'only' an Amstrad CPC — so it 'doesn't matter too much' — but the really bizarre thing is that everyone in France took it all totally seriously, and no one thought to tell them they're quite obviously a bunch of spam heads.

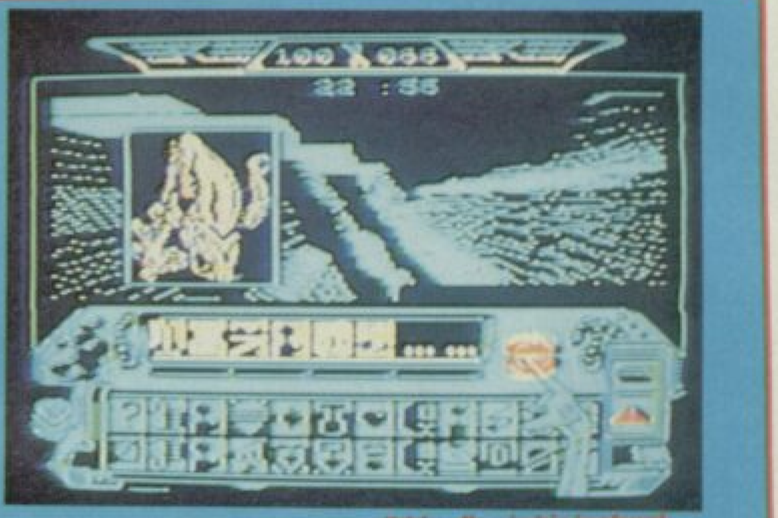
(3) *Captain Blood* tells of a computer programmer dragged into his machine by strange forces. He finds himself turning into his own creation, Captain Blood. All very well, except there are thirty other Captain Bloods dotted around the galaxy sapping his energy. He manages to 'bump off' 25, and the game follows his attempts to 'ice' the last five.

(4) Blood's search involves sending living missiles down to the surface which involves a spectacular sequence reminiscent of racing through the *Star Wars* trench. Your missile creature will then approach a native of the planet (should there be one) and you will be able to indulge in conversation with him.

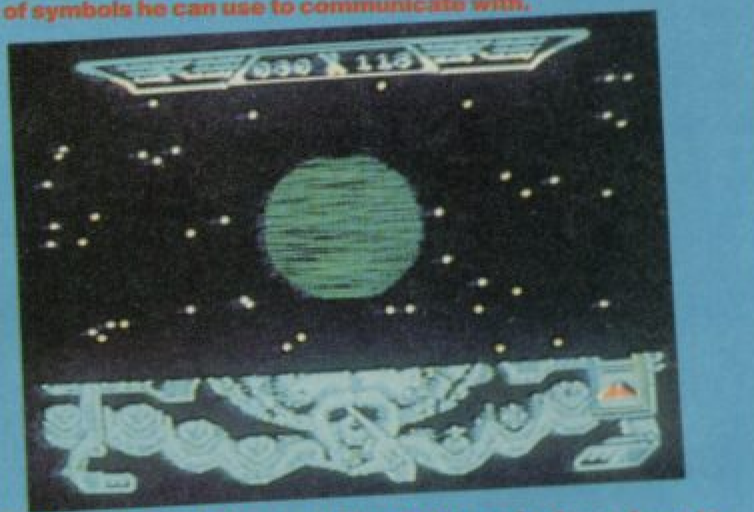
(5) Conversation is rather tricky as you talk using a series of symbols — very time consuming especially if your conversant plays hard to get. Patience is a necessary virtue if you wish to play *Captain Blood*.

(6) *Captain Blood* lets you be a real bounder. You can destroy any planet you don't like the look of or beam aliens aboard your ship and have a go at them. This may intimidate them into telling you things — but you can't afford to make them too stroppy or they won't tell you where to go next and you'll be *Lost In Space* (eek!).

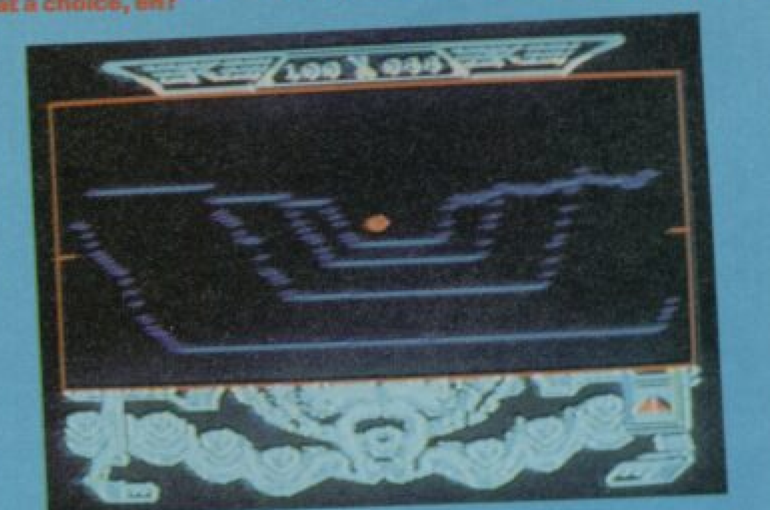
(7) It would take weeks, perhaps months even, to complete *Captain Blood*. But if you take too long to find the clones you will start to fade away and lose control of your Space Ark and end up in ALL sorts of trouble.



Flubba dubba dub? Here we see a wibbly alien in his 'natural environment'. Captain Blood's 'hand' is the stick-like thing at the bottom of the screen, hovering over MERELY PART of the massive key of symbols he can use to communicate with.



Is that a planet I see before me? Time to (a) send a drone down to scout around, (b) take close up photos to 'suss' out the defence systems, (c) go into hyper space and look elsewhere, (d) blow it up. What a choice, eh?



Wheeee! Down the trench we go, taking great care not to hit the sides of the canyon while at the same time not going high enough to be hit by the planetary lazer defences. Each living missile can take only so many hits on the walls, but if you destroy one you can always send another . . .

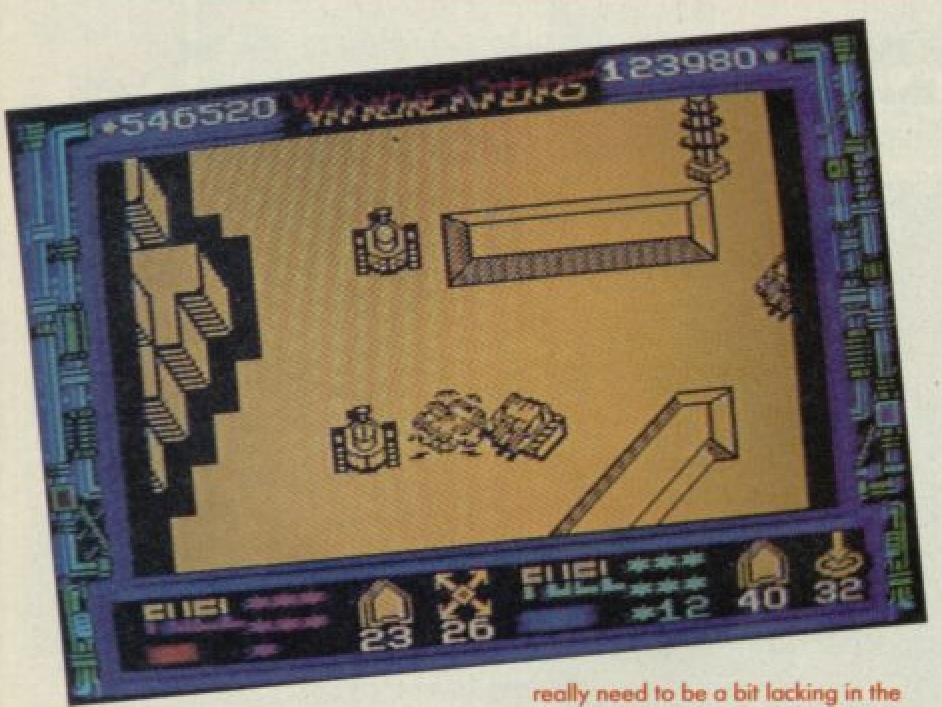
(8) *Captain Blood* has some lovely graphics, Jean-Michel Jarre music (if you like that sort of thing) and a multitude of tricky puzzles to complete. At £9.95/£14.95 disk, it's certainly a lot of game for your 'bob.'

(9) There are no more interesting 'spook' facts about *Captain Blood*, 'cept it's out soon!

And there you have it! A bizarre game that may not be to your taste, but is well worth a 'peek'. It is certainly a landmark of sorts and should be bought if you're 'laid up' in a hospital bed for six months with nothing to do but twiddle your toes.

FUTURE SHOCKS

Vindicators



Domark
If there's one thing we've noticed about tanks it's that they are not very pleasant places to be. For a start to be a successful tank occupant you really need to be a bit lacking in the legs department — none at all is ideal, really. Someone well known to us once slid into the driver's seat of a Scorpion when he wasn't supposed to and found it rather difficult to slide out again. Impossible in fact, due to his legs being rather tangled up with a whole load of machinery at the bottom of the footwell. A moment of acute embarassment. This degree of discomfort being normal in tank driving circles, it comes as no surprise to us to learn that some of them are mean muthas all ready to take it out on any passing evil empire.

Just such is the situation, in fact, in Domark's first Tengen arcade licence, *Vindicators*. Here you drive a futuristic battle tank on a multi-directional scrolling backdrop, demolishing the control centres of each of fourteen space stations (okay then, levels.)

There are fuel supplies to be picked up and extra weapons to be added to your vehicle in classic shoot 'em up fashion. At £9.99 cassette and £14.99 disk, it's but the first of a number of Atari arcade game conversions Domark has landed for release this year on the Tengen label. Yee-haw!!

Incredible Shrinking Sphere

Electric Dreams
If there's one moral to be learned from a few years playing with your flexible-keyed friend, it's that the future is not going to be a very safe place. For too many maurauding aliens and crazy robots for our liking. Not to mention dangerous unstable death planets.

In *Incredible Shrinking Sphere*, a game which Electric Dreams claims was inspired by the weave pattern on an ordinary pair of carpet 'slippers' *(Surely some mistake? Ed)*, you play a rather unfortunate member of the Sphere Corps sent to rescue some old duffer from a training facility gone beserk.

What this amounts to is a multi-level, multi-directionally scrolling maze which you whizz through in your sphere ship, avoiding traps, hostile spheres and so on. What gives the game its name is the fact that sometimes your sphere is, erm, big and sometimes it's, erm, small. Must be the cold *(Oh dear. Ed)*

ISS should be in the shops even as we speak, so you can check it out for yourselves, should the mood take you.





Forgotten World

US Gold
"But Professor Challenger, you're crazy!" Hunky so called American 'actor', Doug McClurg (?) raised his right eyebrow in a fine display of shock." No crap actor has ever tried to tunnel through to the centre of the earth in a turbocharged corkscrew — and survived!!!"

Seedy old British 'academic' type Peter Cushing spun round with a slightly crazed look in his eye," But my dear chap, that doesn't mean it can't be done. My craft can carry us through to a wonderous land where strange creatures co-exist with busty cave maidens and strange men in rubber dinosaur suits!"

Doug let slip his slightly preposterous cockney accent for the briefest of moments." Men in rubber dinosaur suits, eh? Well why didn't you say so?! Count me 'in', Prof'!!"

Sadly for Doug and rubber dinosaur suit fans everywhere, US Gold's new Capcom licence *Forgotten World* has very little to do with crap actors discovering lost civilisations in obscure corners of the globe. Instead it's a five level arcade conversion for one or two players, featuring an airborne character with a big gun, almost like a horizontally scrolling *Space Harrier*.

Sounds like a fun blast doesn't it, Spec pals, but if there isn't at least a little dinosaur secreted somewhere in the game, we are going to be most disappointed . . .



FUTURE SHOCKS



PACLAND

Grand Slam

Too late perhaps for 1988's Summer Of Love, but acieeed!'s main man, Pac, is back in fine fettle for the new year. Those brought up on the original game or last year's *Pacmania* might be in for a few surprises though, because this barely follows the lines of our cheery chum's previous adventures.

Pac's been taken out of his maze, given legs (!) and placed on the streets of — you guessed it — Pacland. Once everyone's stopped laughing, he sets off to return a lost fairy to fairyland, a task that unsurprisingly involves encounters with all sorts of unsavoury folk, including ghosts Blinky, Inky, Pinky and Clyde(!)

Mission complete, lucky old Pac gets a pair of magic fairy boots as a reward.

Pacland is a bit weird — some might argue that trying to make a *Super Mario Brother* out of a greedy little split squash ball was a bit of an odd thing to do — but this was quite a success on all other systems when it was released last year, and the changed scenario certainly makes for a new twist to mealtimes. It's £8.95 and out early March, but why has it taken so long to hit the Speccy?

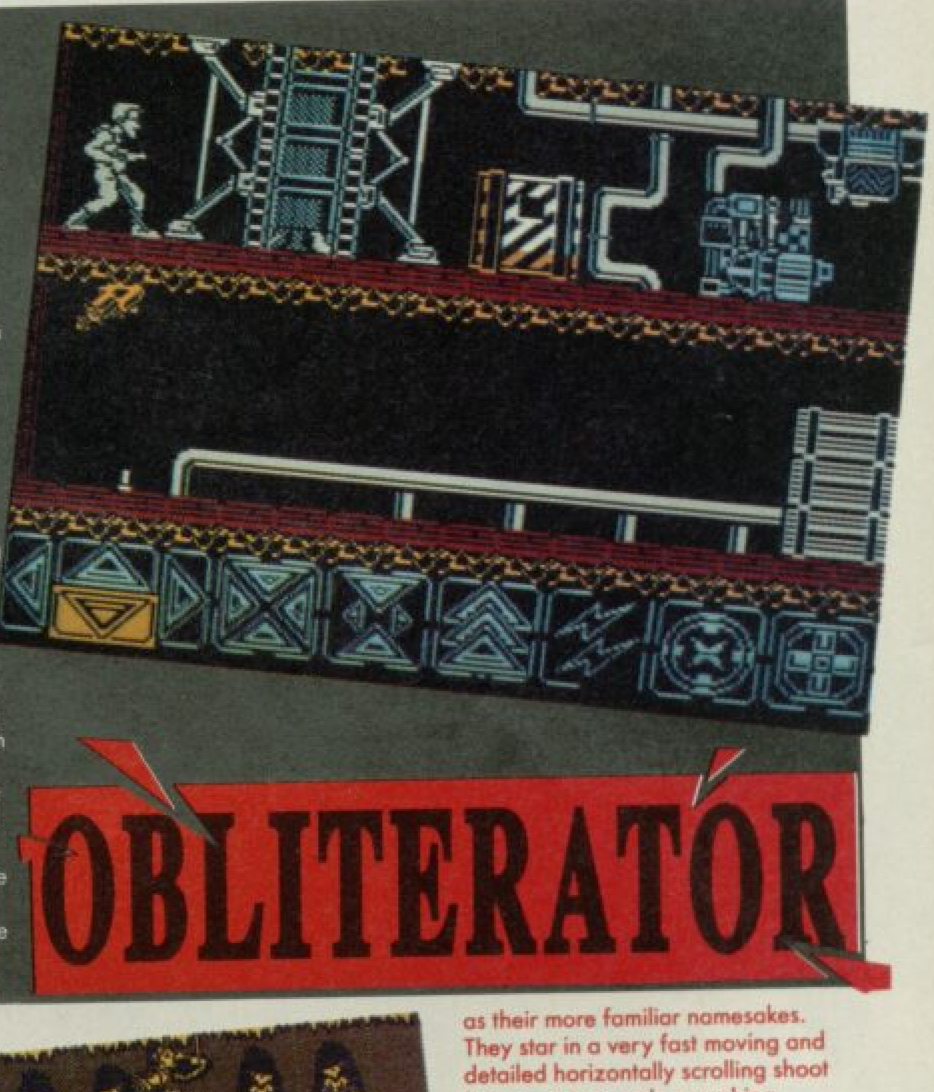
OBLITERATOR

Psygnosis

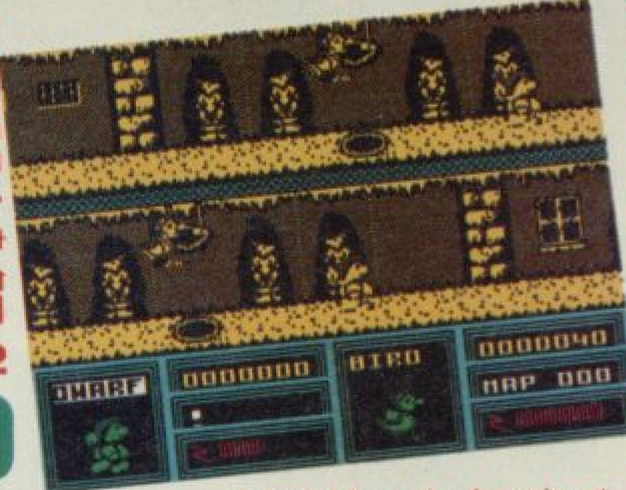
Imagine a space ship. A very pretty space ship. You can see the corridors — lots of luxurious green and gold and blue. There are two of them, one above the other, and as you scan along you pass a number of ladders and lifts that connect them, and then lead off in every direction to the furthest reaches of the ship. At the edges of your vision something green and wibbly moves. Something that doesn't belong. Something . . . alien! *(Something like Duncan? Ed)*

Obliterator caused quite a stir on 16 bit machines last year with its spectacular graphics making up for the limitations of the animation. It was certainly one of the best looking *Rolling Thunder* type games around and by the look of these shots a degree of that detail has been captured on the Speccy. The story is basic destruction. 'Aliens have taken over a giant space ship and you are sent in to get rid of them, armed with a gun of truly vacuum-cleaner proportions. You also have to collect bits of engine, weaponry and so on from around the place in order to rebuild the space-shuttle you will use to leave the doomed ship.

Obliterator will be available at the end of February at £9.99. Golly!



DYNAMIC DUO



Firebird

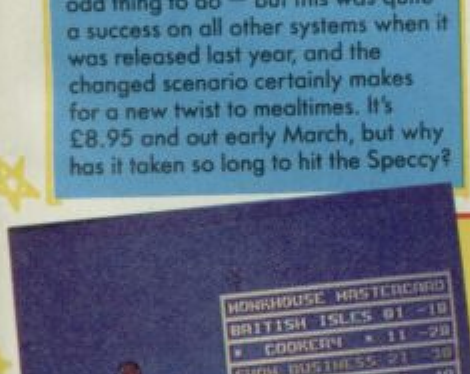
"Holy pond-weed, Batman! If you don't look like a . . . duck!" "Quite so, Boy Wonder, and you look like a dwarf." "Now, there's no need to get personal, Caped Crusader." "You misunderstand me Robin. You obviously fail to realise that we're not the Dynamic Duo celebrated in comic book and camp TV show, but in fact the stars of a new game from Firebird."

Indeed, this Dynamic Duo look like they could become almost as famous as their more familiar namesakes. They star in a very fast moving and detailed horizontally scrolling shoot 'em up as two pals searching through a network of rooms to escape the Night House.

These odd pals — literally a dwarf and a duck that rides on the person of diminished growth's shoulders — must search through both real and fake phantom rooms to find the ten pieces to the key to the calculation room through which they can escape. If they separate they can cover ground a lot faster than when they're together, but are left more vulnerable to the various evil forces that lurk around and about the place.

The game is simple enough in design, but very fast moving and takes some skill to play successfully. It can also be played in two player mode, which should be fun. A game to drive you 'quackers'! *(Oh, dear. Ed)*

BOB'S FULL HOUSE



Domark

Who is the greatest games show host in the history of the televisual medium? Paul Daniels? Bruce Forsythe? Jim Bowen??!

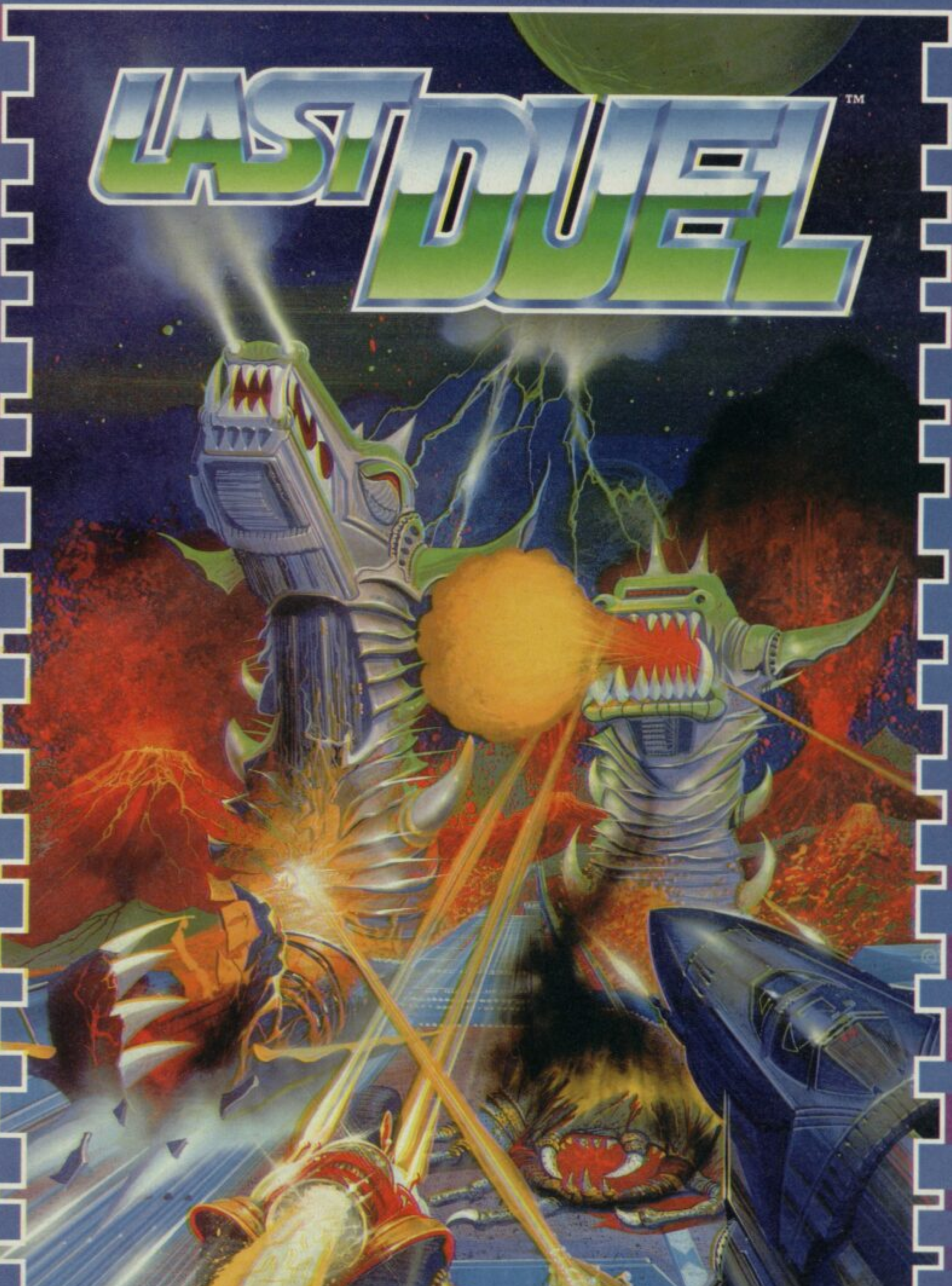
Fine presenters all, each quick with a fine quip and effortlessly able to put the most 'difficult' of contestants at ease.

However, one man stands head and shoulders above them all, a veteran of shows from *The Golden Shot* to *Celebrity Squares*, from *Family Fortunes* to *Opportunity Knocks*, a man almost as keen to do worthy work for charity as he is to tell you about it. A man so confident in his quick fire wit and endless catalogue of mother-in law jokes that he dares go on stage without the aid of a safety 'catchphrase'. It could only be . . . Bob Monkhouse!

Soon we can all feast on the delights of Bob's waggish stage personna at any time of day or night with the aid of Domark's simulation of *Bob's Full House*. We all know and love the show — a fine mix of trivia questions and jolly japes based around the people's favourite, *Bingo*. Though the questions aspect of the game comes over rather better than Bob's distinctive character — those who remember previous Domark TV games like *Every Second Counts* will know the pang of disappointment at the un-Paul like aspects of the digitised Daniels — we are promised the extra feature of seeing what prizes you can win, even if getting hold of them is on the tricky side.

Bob's Full House will be available sometime in the middle of February. Fingers on the buzzer . . .

BRINGING HOME THE CH

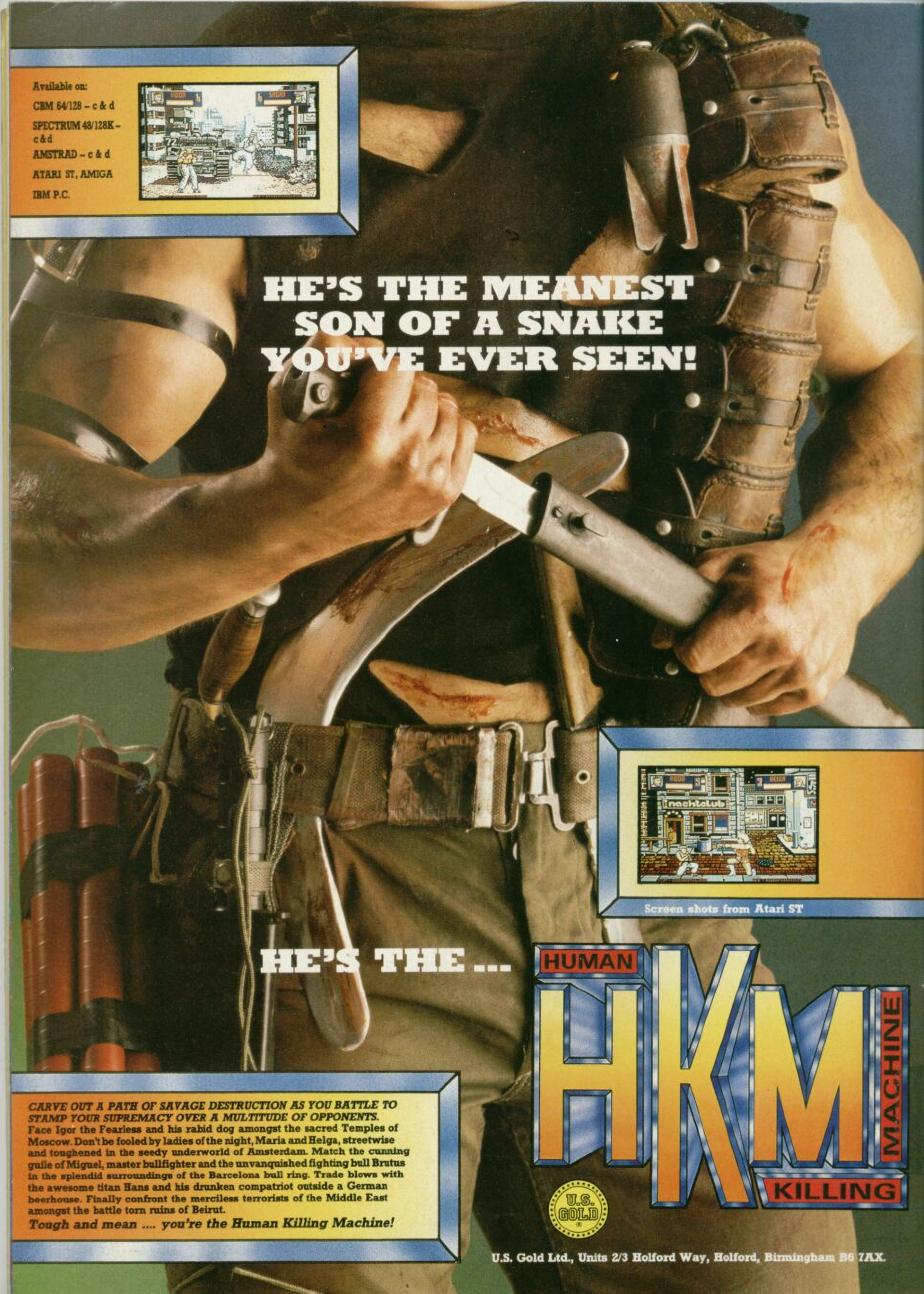


LAST DUEL™ The Golden Tribe of BACULA have overrun the twin planet MU and taken captive the beautiful Princess SHEETA. Few warriors survive and only one retains the courage and willpower to face the awesome task ahead. Battle your way through six enemy occupied territories laden with traps, terror and gargantuan defenders, the like of which no earthly body has ever set eyes upon. Your neutron powered car and galactic hoverplane provide speed and firepower, your nerve and skill offer the only hope of freedom for your beloved princess.

CBM 64/128 *cassette/disk* · Spectrum 48/128K *cassette/disk* · Amstrad CPC *cassette/disk* · Amiga *disk* · Atari ST *disk*



ALLENGE OF THE ARCADE
LED STORM
LAZER ENHANCED DESTRUCTION
L.E.D. STORM™ Tear along the highways of the sky, Kamikaze opponents barring your way, skyjack terrorists blasting your path. Fear not, lazer powered turbos give you unbelievable acceleration and the power to fly, and when space is tight, transform at the speed of light into a, nuclear powered jet bike. An aerial extravaganza of race skills, daredevil pilotry and fearless road warring in nine distinct landscapes.
CBM 64/128 £9.99t £14.99d • Atari ST £19.99d • Spectrum 48/128K £8.99t £12.99d • Amstrad CPC £9.99t £14.99d Amiga £19.99d
TIGER ROAD™ An ancient tale from ancient China ... birth place of martial arts disciplines. As Lee Wong you must halt the savagery of ruthless Ryu Ken Oh by overcoming flying Ninja warriors, awesome dragons and acrobatic Sumo wrestlers to name but a few. You'll need all your martial arts training and skill with the spear, chains and sickle to seek out and defeat Ryu Ken Oh in a furious and bloody battle with the scourge of the Orient.
TIGER ROAD
CAPCOM™
Screen shots from various systems
GIANTS OF THE VIDEO GAMES INDUSTRY
© 1989 CAPCOM CO., LTD. Manufactured under Licence from CAPCOM CO., LTD., Japan. Last Duel™, L.E.D. STORM™, and Tiger Road™ and CAPCOM™, are trademarks of CAPCOM CO., LTD. Licensed by GO! Media Holdings Ltd., a division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388


Available on:
CBM 64/128 – c & d
SPECTRUM 48/128K – c & d
AMSTRAD – c & d
ATARI ST, AMIGA
IBM P.C.
HE'S THE MEANEST SON OF A SNAKE YOU'VE EVER SEEN!
Screen shots from Atari ST
HE'S THE ...
HUMAN
HKM
KILLING
MACHINE
CARVE OUT A PATH OF SAVAGE DESTRUCTION AS YOU BATTLE TO STAMP YOUR SUPREMACY OVER A MULTITUDE OF OPPONENTS.
Face Igor the Fearless and his rabid dog amongst the sacred Temples of Moscow. Don't be fooled by ladies of the night, Maria and Helga, streetwise and toughened in the seedy underworld of Amsterdam. Match the cunning guile of Miguel, master bullfighter and the unvanquished fighting bull Brutus in the splendid surroundings of the Barcelona bull ring. Trade blows with the awesome titan Hans and his drunken compatriot outside a German beerhouse. Finally confront the merciless terrorists of the Middle East amongst the battle torn ruins of Beirut.
Tough and mean .... you're the Human Killing Machine!
U.S. GOLD
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX.